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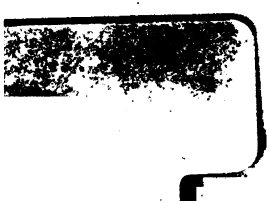
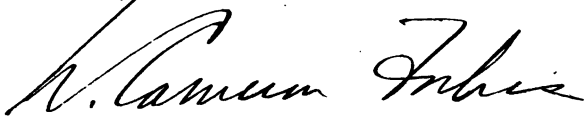
William Cameron Forbes





CHESS OPENINGS FOR BEGINNERS

BY THE

REV. E. E. CUNNINGTON, M.A.,

AUTHOR OF

"THE MODERN CHESS PRIMER," "HALF-HOURS WITH MORPHY," ETC.

"I will lead forth my soldiers to the plain."

—*Shakespeare* K. Rich. iii; Act v, sc. 3.

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PREFACE.

THE object of this unpretentious little work is to give the beginner a short sketch of the various ways, more or less tried and approved, of starting a game of chess. Except in a few cases of particular interest, the Opening has not been carried beyond the first six or seven moves on each side. Some of the Openings here given are very little practised at the present time; but they may, at any later time, be brought into favour again, there being a fashion in these as in other matters. A pleasant though unsystematic way of learning something of the Openings may be found in working out games by eminent players. Or, if a more complete course of instruction be desired, the reader may be recommended to consult Mr. James Mason's "Chess Openings," or "Chess Openings, Ancient and Modern," by Messrs. Freeborough and Ranken, the latter being the most complete English work on the subject.

If in the following pages some of the notes seem trite and trivial, the writer's apology must be that he wished to smooth the path of the beginner, to whom at first all moves seem, and naturally, alike good or indifferent. And if he has at all succeeded in lightening the difficulties of such a one, and in giving him a helping hand into higher regions, this little work will have met with all the success that he ever hoped.

ABBREVIATIONS, &c.

The notation here employed is the shortest and most commonly used. (See "How to Play Chess," price 6*d.*, British Chess Handbook Series.) *All* squares named in describing a move are named from the *mover's* side of the board; "O—O" = Castles on K side; "O—O—O" = Castles on Q side; "—" = to; "×" = takes; "i. p." = in passing; "ch." = check; "sq." = square; "Kt(K5)" = the Kt on King's 5th sq.; "Q × B(Q4)" = Q takes the B at *her player's* Q's 4th sq.; and so on.

Where no remark is made, the variations are left at a point where neither player has any appreciable advantage.

CHESS OPENINGS FOR BEGINNERS.

THE OPENINGS.

The Best Ways to Start a Game.

YOU have set up the men in order, and you are to play with White (which always has first move). How are you to commence operations? Only a Kt or a P can move; experience shows that to start by moving the QKt is not good; 1. Kt—KB3 is sometimes played, and will be mentioned later on. 1. Kt—KR3 is simply bad—reasons are (1) it only commands two squares towards front (KB4, KKt5), instead of four (KR4, KKt5, Q4, and K5), as at its B3; (2) it might be taken there by Black QB, giving you two RPs (the weakest on the board). So move a Pawn; but which of the eight?

It is best to move the K's or the Q's P (reason, sets free maximum of force, Q and a B); move it two squares (partly to free the Bs, one of which would be otherwise blocked—*e.g.* P—K3, blocking the QB's outlet—and partly to command squares in the enemy's ground). KP or QP moved two squares is the best start, and you need never seek a third—not that others are bad—except as being

less good; the best of the others working into these two.

Now for a general idea of what you must aim at in the beginning of a game. At the start, your pieces (except the Knights) are locked up and, for the time being, useless. You have to release them, to get them out to the front, and so to arrange them that they may best work together for offence and for defence; to place them where they may stand safely (not liable to be intercepted or surprised) with lines of retreat, and also may have most attacking power (most opportunity of doing effectual work) against the enemy.

George Walker's advice is excellent, and tersely sums up what you should *aim at* (*i.e.* have as a working principle, though you may not always be able to carry it out rigidly) in opening your game: "Do not prematurely attack before your force is tolerably developed in the field. Play up the centre Ps, get out your Kts and Bs, have your K castled and your Rs in co-operation (this implies a careful advance of Q). Such is the outline of the best directions to a beginner as to opening his game."

Reason and experience have settled upon certain best ways of commencing a game; and it is better to accept these results (trying to understand the principles underlying them) than to try and strike out fresh paths for yourself. Have a reason—good or bad, as may be—still some sort of a reason for your move, otherwise how can you expect to improve?

But now, starting with 1. P—K4, let us suppose that Black answers with the same, 1. . . . . P—K4; you might like to play 2. Q—R5, attacking the undefended KP. Black cannot afford to lose it,

so must defend it in some way. He could play 2. . . . . B—Q3; but this is bad on principle (it obstructs his QP and consequently his QB—*i.e.* hinders his men from coming into the field). Or he might play 2. . . . . Kt—QB3, to which reply might be 3. B—Kt5 (*threatens* 4. B × Kt, and then 5. Q × KP ch., winning a Pawn), followed by 3. . . . . P—Q3, &c. The move 2. . . . . Q—K2 has only this against it, that the block of Black's KB *might* possibly lose a little time. Black may play 2. . . . . P—Q3, then 3. B—B4 (threatens 4. Q × BP mate!), and 3. . . . . P—KKt3 stops mate and drives off Q—say Q—B3 (threatening same mate), and Black can stop it by . . . . B—K3, or . . . . Kt—KB3. White Q has now spent two moves on an attack leading to nothing, and is at a square where she has no particular future before her.

However, to go a move farther, after 4. . . . . Kt—KB3, suppose 5. Q—QKt3 (threatens B × BP check); Black develops his Q to K2 (defending BP) while his KB has a good square ready for him at KKt2. White's Q moves are waste of time—a waste which *may* be fatal; his second move is not good—is a premature sally of Q, which must lose valuable time in retreating, having a little helped to develop the opponent's forces. Principle and experience are against the move. Do not ignore these two factors. As to

Other Second Moves of White,

2. P—KB3 is bad, as having no other particular effect than to block up outlet for Q which your first move had made, and to take from your KKt

his best square. P—QB3 is *playable* (*i.e.* a fairly good move) as giving another outlet to Q; other moves of Pawns (except 2. P—Q4, or P—KB4, which are approved moves) are weak, as not helping to develop your forces—*i.e.* as spending time aimlessly (or nearly so).

There is not much harm in 2. P—KKt3 (or P—QKt3), to place the K (or Q) B at its Kt's second square—but not much good. There are better ways of spending the time so occupied. 2. Q—B3 is bad (for about the same reasons as is 2. Q—R5). 2. Q—Kt4 is even worse; Black answers by 2. . . . . P—Q4, unmasking his QB, and so driving off the Q; either she must stay out somewhere, running chances of being trapped by Black's minor pieces, or must go back to Q sq. (better than to K2, which obstructs KB), losing valuable time. 2. B—B4 is good, and will be treated later on; so is 2. Kt—QB3. But most important is 2. Kt—KB3, giving rise to the "King's Knight's Opening," which (according to the sequel) branches off into several good and recognised "Openings."

KING'S KNIGHT'S OPENING.

[1. P—K4, P—K4; 2. Kt—KB3.]

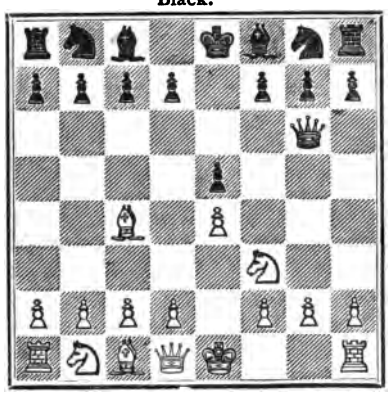
Before going further, we will dispose of several bad answers of Black. Either he must defend his KP or attack White's (getting Pawn for Pawn). A move like 2. . . . . B—B4, leaving the KP undefended, simply throws away a valuable P for a very slight gain in development.

2. . . . . P—KB3 is a weak move here. It lays Black K's flank dangerously open. White may safely play 3. **Kt × P**, bringing about the **Damiano Gambit.** Suppose Black to seize the Kt; we get 3. . . . . P × Kt; 4. Q—R5 ch., P—KKt3; 5. Q × KP ch., followed by 6. Q × R, spelling ruin for Black. But, after 4. Q—R5 ch., try 4. . . . . K—K2, 5. Q × KP ch., K—B2 (forced); 6. B—B4 ch., P—Q4 (best); 7. B × P ch., K—Kt3. It is not hard to see that Black is in a bad way—the three Ps = the Kt; then look at the exposed, helpless, position of Black K. The sequel might be, 8. P—KR4 (threatens P—R5 mate), P—R4 (best); 9. B × KtP, B × B (to save R); 10. Q—B5 ch., K—R3; 11. P—Q4 dis. ch., P—Kt4 (forced); 12. B × P ch., forking K and Q. Of course Black need not take the Kt; his best is 3. . . . . Q—K2; then 4. Kt—KB3, Q × KP ch., with a tolerable game; in fact, White's best course (unless he trusts to Black's ignorance) is to let the KP alone and play 3. B—B4 (stopping castling K side), and develop his pieces as quickly as he can.

Other weak defences of Black's KP are 2. . . . . Q—K2, 2. . . . . B—Q3 (obstructing the development of other pieces by blocking the QP); 2. . . . . Q—B3 places the Q badly; this might follow for a beginner; 3. B—B4, Q—KKt3 (attacking KP and KKtP). But White may safely leave either exposed (Diag.); suppose (A) 4. Castles, and that Black grabs the KP; 5. B × P ch., K—K2 (for by . . . . K × B; 6. Kt—Kt5 ch., Black Q is lost; while, after . . . . K—Q sq., follows 6. Kt × P, and Black dares not take Kt on account of 7. R—K sq., Q moves out of way; 8. R—K8 mate); 6. R—K

sq., Q—B5 (no better); 7. R × P ch., K × B; 8. P—Q4, Q—B3; 9. Kt—Kt5 ch., K—Kt3; 10. Q—Q3 ch., and where can K go? If to R3 (or R4), the Q is lost by the Kt going to K4, dis-

Black.



White.

DIAGRAM 1.

White to Move.

covering check from B (or R). Now (B) try 4. P—Q3, and let Black play .... Q × KtP; White again continues 5. B × P ch.; then if .... K × B; 6. R—Kt sq., Q—R6; 7. Kt—Kt5 ch., forks K and Q; while if 5..... K—K2 (or Q sq.); 6. R—Kt sq., Q—R6; 7. R—Kt3, and what is the Q to do?

It would be obviously impossible to treat many moves with this degree of exhaustiveness The beginner must remember that the moves recommended in Chess-books have been tested and proved time after time; and if, at a very early stage of the

game, he thinks he sees for himself something that everyone else has overlooked, the chances are that he is under a delusion which an experienced player would quickly dispel.

Black's best replies to 2. Kt—KB3 are .... Kt—QB3, ... P—Q3 (defending his P), and .... Kt—KB3 (leaving the KP undefended, but attacking White P).

We will now take a regular Opening called the

GIUOCO PIANO (= QUIET GAME).

[ITALIAN GAME.]

A.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4

Quietly developing; the Bs are well placed (bearing on the weak spot, the KBP, which only the K defends) and each side is free to castle. Here comes in a trap; 3..... Kt—Q5 (leaving KP exposed); White should play 4. Kt × Kt (doubling Black Ps), or castle; but suppose he mistakenly plays 4. Kt × KP; then 4..... Q—Kt4; and this (*e.g.*) might happen, 5. Kt × BP, Q × KtP; 6. R—B sq., Q × KP ch.; 7. B—K2, Kt—B6, mate; but anyhow White would lose something; *e.g.* 4. B × P ch. (best), K—Q sq.; 5. Castles (best), Q × Kt; or try, 5. Kt—KB3, Q × KtP; 6. R—B sq., Q × Kt, &c.

4. P—Q3	P—Q3

Beginners often play here P—KR3 (to prevent

hostile B from coming to his KKt5, pinning Kt, or attacking Q); but it is seldom good play; it loses time and weakens the Pawn position. These fourth moves support the KPs and free the QBs.

White.	Black.
5. B—K3	B—Kt3

The object of White's move is to have, in case of Black exchanging Bs, the KB file open for his KR (after castling); doubling the KP would strengthen his Ps. Black retreats, as he does not wish his QP drawn *from* the centre (principle—other things being equal, to bring Ps towards, not from, centre of board). If White, at move 6, exchanged Bs, it would give Black (as he would take with RP, increasing the value of that P) an open line for his QR. Going back:—

5. Kt—Kt5 (threatening Kt or B × KBP) is met by . . . . Kt—R3; and if 6. Kt—KB3 (threatens B × Kt, doubling Ps on R file), Black can play 6. . . . . Kt—KKt5; and if, again, 7. Kt—Kt5, Black can castle and the exchange of White's B and Kt for the R and KBP would benefit Black (by getting rid of two of White's pieces in good play). No objection to 5. Castles, or Kt—QB3; but 5. B—KKt5 is a useless attack on Q, being met by . . . . Kt—B3 (developing another piece, and exchange of B for Kt cannot help White); in this, ... P—B3 (to drive off B) is bad, as making castling very difficult. 5. P—B3 (to keep Black Kt from his Q5 or QKt5) is a good move (afterwards bringing out the QKt *viâ* Q2).

Black (instead of the text-move) might play 5. . . . . B × B.; 6. P × B, Kt—R4; 7. B—Kt3,

Kt × R; 8. RP × Kt, to leave White with two Kts against Kt and B; but White's Ps would be very strong, and the open files for his Rs would favour him. Returning to column:—

White.	Black.
6. Kt—B3	Kt—B3

7. Kt—K2, on the way to KKt3; there is no real obstruction here, as Q is not likely to go out in that direction for some time to come.

7.	B—K3
8. B—Kt3	Kt—K2

Here we must leave it; the positions are equally good; neither player has committed himself, and they are ready for the fray.

B.

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4

3. . . . . **B—K2,** gives the **Hungarian Defence**; continued, 4. P—Q4, P—Q3; seldom played, as Black is liable to get a crowded, cramped, position.

4. P—B3. 4. Kt—B3 is also a good move. Here we may mention, with a caution, as being quite unsound, the **Jerome Gambit;** 4. **B × P ch.,** K × B; 5. Kt × P ch., Kt × Kt; 6. Q—R5 ch., and Black plays 6. K—K3 (or B sq.) with a safe game.

4.	Kt—KB3

Considered better than . . . . P—Q3, though the latter is safe. 4. . . . . Q—K2 may be played

with continuation; 5. Castles, P—Q3; 6. P—Q4, B—Kt3 (not .... P × P; else 7. P × P, improves White's Pawn position, giving his QKt more scope).

White.	Black.
5. P—Q4.	Or P—Q3, leading to a safe game.
5.....	P × P

Plainly it is this, or retreat of B; but if .... B—Kt3, we get 6. P × P, and if Black answers .... KKt × P, we might get 7. Q—Q5 (threatens mate), B × P ch. (to get what he can for the piece he must lose); 8. K—B sq., and Black, to avoid mate, must give up the KKt. If 6..... Kt—KR4, it is lost after 7. P—KKt4; if 6..... Kt—Kt sq., White has a Pawn ahead and a well developed game.

6. P—K5, or, for variety, play 6. P × P, B—Kt5 ch.; 7. B—Q2, B × B ch.; 8. QKt × B (to develop the Kt and maintain the KP), P—Q4, &c., and though White will have an isolated QP, it is of slight or no consequence.

6.... P—Q4

7. B—K2. To take QP, in passing, would merely develop Black Q; nor is 7. P × Kt, P × B; 8. P × KtP, R—KKt sq., quite good for White, Black getting much freedom of movement. After the text-move, White recovers his Pawn, when Black has secured his KKt (at his K5).

White may, in the Giuoco Piano, play 4. Castles, but there is no advantage in doing so, unless he means it as a step towards playing the **Max Lange** Attack.

MAX LANGE ATTACK.

A variation of the Giuoco Piano (it may occur also in the Two Knights' or the King's Bishop's Game). White sacrifices his QP, to gain a move and an attack, which Black can, however, with care, repel.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. Castles	Kt—B3

5. **P—Q4.** Black cannot do better than accept the Pawn; if 5. . . . . B—Kt3; 6. P × P (better game). The only question is, *with what* to take it. If 5. . . . . QKt × P?; then 6. Kt × P (threatens Kt × BP, winning the exchange), Kt—K3;* 7. B × Kt, BP × B (if . . . . QP × B; then 8. Q × Q ch., K × Q; 9. Kt × BP ch., winning R); 8. Kt—Q3, with better game. 5. . . . . B × P is safe, and less complicated than the move given below; it is followed by 6. Kt × B, Kt × Kt; 7. P—B4, P—Q3; 8. P × P, P × P; 9. B—KKt5, Q—K2; and Black will keep his P ahead with no hurt. But, resuming, try

5.	P × P
6. P—K5	P—Q4!

Or, try . . . . Kt—KKt5; 7. P—KR3, KKt × KP, &c.

7. P × Kt. He could play 7. P × P i. p.;

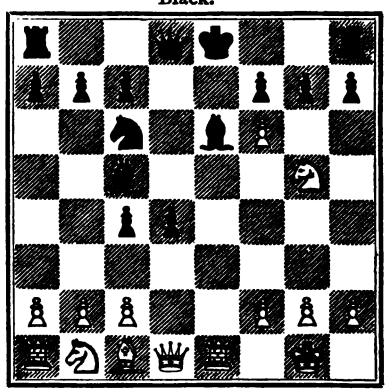
* Or 6. . . . . Castles; 7. Kt—QB3, P—Q3; 8. Kt—Q3.

but it is better to press on with the attack at all hazards.

White.	Black.
7.	P × B
8. R—K sq. ch.	B—K3

9. Kt—Kt5 (threatens Kt × B, &c.). (Diag.).

Black.



White.

DIAGRAM 2.

After White's 9th Move.

9. . . . Q—Q4 !

Here . . . . Q × P would be bad; for 10. Kt × B, P × Kt; 11. Q—R5 ch., and 12. Q × B would gain a piece.

10. Kt—QB3 ! It is easy to see why the P dares not take it—a clear gain of time on White's part.

10.	Q—B4
11. P—KKt4	Q—Kt3

Still avoiding capture of BP.

White.	Black.
12. QKt—K4	B—Kt3
13. P—B4	Castles (Q)
14. P—B5	B × P
15. P × B	Q × P (B4)
16. P × P	KR—Kt sq.

and almost anything may happen, but the exposure of White's K, and the mass of force Black can bring to bear upon him, look ominous.

EVANS GAMBIT.

An offshoot from the Giuoco Piano. White by 4. P—QKt4, offers one of his least valuable Ps for an attack of durable character. If Black takes the P (probably his best course), White gets an additional outlet for his QB, and much command of the board, while Black has to keep on the defensive.

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—QKt4	B × KtP

5. P—B3. Black now has several moves; . . . . B—Q3, or . . . . B—K2, has the objection that it cramps Black's game; . . . . B—B4, or . . . . B—R4, is the approved move; and the latter is the better of the two.

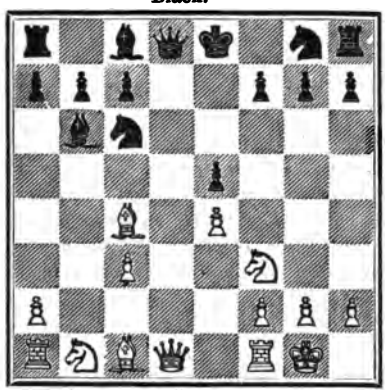
5.	B—R4
6. Castles	P—Q3
7. P—Q4	B—Kt3*

* 7. . . . . B—Kt5 ch.; 8. K—B sq.!, Q—K2; 9. P—QR3, B—R4; 10. R—R2, P—QKt3; 11. P—K5, B—Kt2, &c.

A move recommended by Lasker, and played in the match St. Petersburg–Vienna, 1897–8, "to convert Black's extra material into positional advantage."

White.	Black.
8. P × P	P × P (Diag.)

Black.



White.

DIAGRAM 3.

After Black's 8th Move.

9. Q × Q. Here White may try 9. B × P ch., K × B; 10. Kt × P ch.; how is Black to proceed? Not 10. . . . . Kt × Kt; else 11. Q × Q. If 10. . . . . K—B3; then 11. B—Kt5 ch., K × B; 12. Kt—B7 ch., wins Q. If 10. . . . . K—K3; then 11. Q—Kt4 ch., K × Kt; 12. Q—B4 ch., K—K3; 13. Q—B5 ch., K—K2; 14 B—R3 ch., K—K sq.; 15. Q—B8 ch., K—Q2. White could now draw by repeating checks with Q at B5 and B8; but try 16. R—Q sq. ch., Kt—Q5; 17. Q × P ch., Kt—K2 (or A, or B); 18.

B × Kt, Q—Kt sq.; 19. Q—B6, K—K sq.; 20. P × Kt, and wins.

(A) 17. . . . . K—B3; 18. P × Kt (not Q × R; else . . . . Kt—B7 ch., wins for Black), B × P (to stop 19. P—Q5 ch.); 19. Q × B, Q × Q; 20. R × Q, &c.

(B) 17. . . . . K—K3; 18. P × Kt, B × P; 19. R × B, Q—B3; 20. Q—Kt4 ch., K—B2; 21. Q—Q sq., &c.

If 10. . . . . K—B sq. (or . . . . K—K2), then 11. B—R3 ch., K—K sq. (not 11. . . . . KKt—K2; else 12. Q—B3 ch., and White wins at once), leading into next variation, but with the White B already raking Black's K's quarters. Black should play 10. . . . . K—K sq.; then 11. Q—R5 ch., P—KKt3; 12. Kt × P, Kt—KB3; 13. Q—R6, R—KKt sq.; 14. Kt—B4, and White has two passed Ps for his piece, and fair attacking prospects. The rest is speculation. Returning to our text, we get

White.	Black.
9.	Kt × Q
10. Kt × P	Kt—KB3

and Black has a winning Pawn-position, if he can reduce complications and bring matters to a simple ending.

Returning to White's ninth move, we might get, 9. Q—Kt3 (threatens B × P ch.), Q—B3; 10. B—Q5, KKt—K2 (to prevent his Ps from being broken up by 11. B × Kt ch.); 11. B—Kt5, Q—Kt3; 12. QB × Kt, K × B (not . . . . Kt × B, because of 13. Kt × P, attacking Q *and* concentrating on KBP); 13. B × Kt, Q × B; 14. Kt ×

P, Q—K3. It is Black's policy to exchange; he has much the better position.

Other variations of the Evans Gambit are :—

A.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—QKt4	B × KtP

Suppose Black to play 4. . . . . Kt × P; White must not be tempted to snatch the KP; else 5. Kt × P, Q—B3 ! and how save the mate, the Kt, and the QR ? If 6. P—Q4, B × P ; and Q dares not take B, on account of 7. . . . . Kt × BP ch. 6. Kt—KB3 is best, but Black plays . . . . Q × R; and after 7. Kt—B3 (hemming in the Q), Black can extricate Q by . . . . Kt × RP; 8. Kt × Kt (or B × Kt, B—Kt5, 9. B—Kt3, B × Kt, &c.), Q—B3, and will win.

5. P—B3	B—B4
6. Castles	P—Q3
7. P—Q4	P × P
8. P × P	B—Kt3

We here get the "Normal Position" (Diag.).

Continuing from position in diagram we might have

A (a).

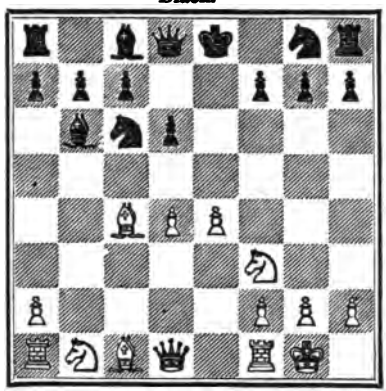
9. P—Q5*	Kt—R4

10. B—Kt2, threatening 11. B × KtP, and 12. B × R.

10.	Kt—K2

* 9. B—R3, Kt—R4 ! ; 10. B—Q3, Kt—K2 ; 11. P—K5, Castles, &c.

Black.



White.

DIAGRAM 4.

Evans Gambit; "Normal." White to Move (9th Move).

White.	Black.

11. B—Q3. But why not still B × KtP? Because Black, after .... R—KKt sq., would get a strong attack on castled K.

11.....	Castles
12. Kt—B3	Kt—Kt3

This is to provide against 13. P—K5 (clearing way for Bs).

13. Kt—K2	P—QB4

He may want the KB on the other side.

14. Q—Q2	P—KB3

For once in a way, a good move. It forestalls something of this kind, that might take place, if Black was not on his guard against it; 15. Kt—Kt3, B—Q2 (*e.g.*); 16. B × P, K × B?;

17. Kt—R5 ch., K—R sq (best); 18. Q—R6, R—KKt sq.; 19. Kt—Kt5, and Black can only stop the mate by sacrificing his Q. A notable variation; as matters stand, Black has a good game.

A (b).

(Go back to Diagram.)

White.	Black.
9. Kt—B3	Kt—R4
10. B—KKt5.	Known as Göring's Attack.
10.	P—KB3

Not . . . . Kt—KB3;* as the advance of White's Ps might endanger the Kt.

11. B—B4	Kt × B
12. Q—R4 ch.	Q—Q2

Black might also play . . . . K—B2; 13. Q × Kt ch., B—K3, &c.

13. Q × Kt	Kt—K2
14. KR—K sq.	Q—Kt5
15. B—Kt3	B—K3
16. Q—R4 ch.	K—B sq.

and Black has a well-developed game. If he played 16. . . . . B—Q2; and, soon after, ... Castles (Q); he would expose himself to a sharp attack on Q side, which, however, he should repel; but the text-move is safer.

B (a).

Starting again, we give two continuations, in which Black plays 5. . . . . B—R4.

* A move seldom good in defending the Evans.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—QKt4	B × KtP
5. P—B3	B—R4
6. P—Q4	P × P

Or 6. . . . . P—Q3; 7. P × P, P × P; 8. Q × Q ch., Kt × Q (to avoid loss of KBP); 9. Kt × P, P—KB3; 10. Kt—Q3, Kt—K2; and Black is to be preferred. Of course, White may, in this, try 8. Q—Kt3, &c.

7. Castles	P × P

This move makes the "Compromised Defence," in which Black, with a retarded development, has to meet a severe attack.

8. Q—Kt3	Q—B3
9. P—K5	Q—Kt3

Not . . . . Kt × P; because of 10. R—K sq., P—Q3; 11. Kt × Kt, P × Kt; 12. Q—Kt5 ch., winning the KB.

10. Kt × P	KKt—K2
11. B—R3	B × Kt

It is Black's policy to reduce forces, if he can do so with safety. This move is recommended by Lasker.

12. Q × B	P—QKt3
13. B—Q3	Q—R3

If now 14. B × Kt, Black plays . . . . K × B (not . . . . Kt × B, else 15. Q × BP); if 14. B—B sq., then . . . . Q—R4; 15. P—K6, BP × P, and

White gets no good from 16. Q × KtP, because of .... R—KKt sq.; 17. Q × RP (not Q—B6, Kt—Q4; 18. Q—R4, Q × Kt, &c.), Q—Kt5; 18. Kt—R4 (or K sq.), B—Kt2; and Black may castle with a fine attack; if 14. KR—Q sq., then .... B—Kt2, &c. Black should not lose.

B (b).

Starting again, at White's sixth move in B (a), we might get

White.	Black.
6. Castles	P—Q3
7. P—Q4	B—Q2

Sanders' Defence; or try .... B—KKt5; 8. Q—R4, P × P; 9. P × P, P—QR3 (to meet 10. P—Q5 by .... P—QKt4); 10. B—Q5, B—Kt3; 11. B × Kt ch., P × B; 12. Q × P ch., B—Q2.

8. Q—Kt3	Q—K2
9. B—R3	Kt—R3

As an additional defence to KBP, in the sequel.

10. P × P	Kt × P
11. Kt × Kt	Q × Kt
12. Q × KtP	Kt—Kt5

If White now were to play 13. Q × R ch.; after .... K—K2, he would be mated or would lose his Q for the R.

13. P—KB4	B—Kt3 ch.

14. K—R sq. But why not take the checking B, and gain a piece, as both Qs would then be exposed? Because of the reply 14. .... Q—KR4, threatening mate and saving Q, while White's Q would remain liable to capture.

White.	Black.
14.	Q—KR4
15. P—R3	Castles

and Black's position is somewhat the safer one.

EVANS GAMBIT DECLINED.

Black may avoid the chances of *the Gambit* by 4. . . . . B—Kt3; not that he can ensure a quiet steady game; yet he would get this if White continued 5. P—QR4, P—QR3 (to make retreat for B); 6. Castles, P—Q3, &c.; but White, if he likes, can, by 5. P—Kt5, lead into play quite as intricate and dangerous as the Gambit. *E.g.*—

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	B—B4
4. P—QKt4	B—Kt3
5. P—Kt5	Kt—R4

6. Kt × P. Now, for the moment, it is *White* that has gained a Pawn. The sequel is simply a specimen of what might happen. The results of White's fifth move are so problematical that not every one would care to risk it in serious play. But what we give is at least interesting.

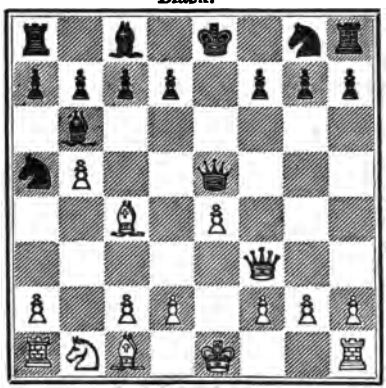
6. . . . . Q—Kt4

7. Q—B3. If Kt × BP, then . . . . Q × KtP; 8. R—B sq., Q × KP ch.; 9. Q—K2, Q × Q ch.; 10. K × Q, Kt × B; 11. Kt × R, P—Q4; 12. P—Q3, Kt—Q3; 13. R—Kt sq., K—B sq.; 14. B—Kt2, Kt—B4; 15. Kt—B3, KKt—K2.

7.	Q × Kt (Diag.)
8. Q × P ch.	K—Q sq.

9. B—Kt2! Note what happens if . . . Q × B.

Black.



White.

DIAGRAM 5.

After Black's 7th Move.

White.	Black.
9.	Q × KP ch.
10. K—Q sq.	Kt × B

11. B × P. If White incautiously plays R—K sq., the answer is . . . . Kt × B ch; 12. K—B sq., Q × R ch.

11.	Q—K2
12. Q × Q ch.	Kt × Q
13. B × R	P—Q4

If he played . . . . B × P, White, by 14. R—B sq., would gain B, on pain of mate.

14. P—KB3, and the issue is uncertain.

Finally, Black may try 4. . . . . P—Q4, with a continuation like 5. P × P, Kt × P; 6. Kt × P, Kt × QP (not . . . . Q—B3; because of 7. Castles, and Black Q dares not take the Kt); 7. B—Kt5 ch., K—B sq., &c.

SCOTCH GAME.

So called from its use in the Edinburgh-London Correspondence Match, 1824–8.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3

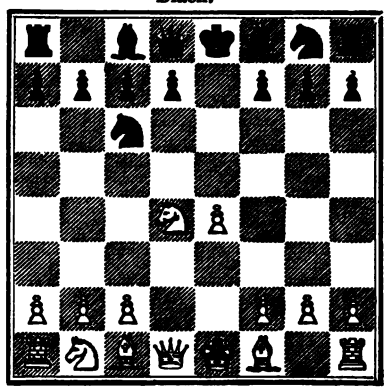
3. **P—Q4.** Freeing White's Q and QB, and preventing the formation of any Pawn centre by Black. This Opening is now seldom played in important contests, it being thought that White can do better in other ways.

3. . . . . P × P

Better than . . . . P—Q3, which leads to 4. P—Q5 (cramping to Black) or to 4. P × P, Kt × P; 5. Kt × Kt, P × Kt; 6. Q × Q ch., &c. (White gaining time); better, too, than . . . . Kt × P; 4. Kt × Kt, P × Kt; 5. Q × P, Kt—K2 (plainly White has more command of the board than his right share).

4. Kt × P (see Diag.) (or 4. B—B4, the Scotch Gambit); Black has three main lines of defence (A, B, C); 4. . . . . Kt × Kt is bad, as not developing anything. Let that Kt stay; if White takes Kt, Black retakes with KtP, and gets open lines for QR and QB; and the slight break-up of his Ps is not likely to harm him. And Black must not yet play . . . . P—Q4; for then 5. Kt × Kt, P × Kt; 6. P × P; and if now . . . . Q × P; White will leave him with doubled and isolated Ps; while if 6. . . . . P × P, White by 7. B—QKt5 ch. will gain a P (after . . . . B—Q2; 8. Q × P), or will force Black K to his second sq. (blocking his game).

Black.



White.

DIAGRAM 6.

After White's 4th Move.

A (see Diag.).

White.	Black.
4. . . .	B—B4

5. B—K3. If 5. Kt—B5 (threatens Kt × KtP ch.) Black may play . . . . P—KKt3; and if 6. Kt—Kt7 ch., it is lost after . . . . K—B sq.; while, by the retreat, time is lost. Text-move threatens to win a piece by 6. Kt × Kt, and 7. B × B.

5. . . .	Q—B3

6. P—QB3. If 6. Kt × Kt, Black would do well by . . . . B × B (threatens . . . . Q × BP mate); 7. P × B, Q × P; 8. Kt—Q2, KtP × Kt.

6. . . .	KKt—K2
7. B—QB4	O—O

Or, 7. B—QKt5, O—O; or 7. Q—Q2, P—QR3;

Black's move here is to prevent 8. Kt—QKt5, which White threatens to play, now that he is ready to reply Q × B (not P × B, breaking up his Ps) to . . . . B × B.

B (see Diag.).

White.	Black.
4.	Kt—B3
5. Kt × Kt	KtP × Kt

6. B—Q3. No use to attack the Kt by P—K5.

6.	P—Q4
7. Q—K2	B—K2

7. . . . . P × P; 8. B × P, Kt × B; 9. Q × Kt ch., Q—K2, &c., leaves a bad Pawn position for any close ending; though the freedom of Black's Bs is, meanwhile, some compensation.

8. O—O	O—O

C (see Diag.).

4.	Q—R5

White cannot well defend KP by Kt—QB3, on account of 5. . . . . B—Kt5 (leading to dislocation of Q side Ps, unless White supports the pinned Kt by); 6. Kt(Q4)—Kt5, then we might get 6. . . . . Q × KP ch.; 7. B—K2, B × Kt ch.; 8. Kt × B, Q—Q5; 9. B—Q3, Kt—Kt5; 10. Kt—Kt5, Kt × B ch., and Black keeps his P with safety. Nor does defence of the P by 5. Q—Q3 turn out well. So White lets the P go, and usually plays

5. Kt—Kt5 (threatens Kt × BP ch., winning R)

5.	Q × KP ch.

6. B—K2. Or 6. B—K3, K—Q sq. (not . . . .

Q—K4, on account of 7. Kt—Q2, threatening 8. Kt—B4*—or 8. Kt—KB3, if 7. . . . . P—Q4); 7. Kt—Q2, Q—Kt3, &c.

White.	Black.
6.	K—Q sq.

If he played . . . . Q × KtP, he would lose after 7. B—B3, Q retreats; 8. Kt × BP ch.

7. Castles	P—QR3

8. KKt—B3, and White, for the missing Pawn, has a safe position and fine attacking chances, Black K being awkwardly placed. In fact, 4. . . . . Q—R5 has seldom been found to answer for Black.

The **Scotch Gambit** is formed by—

4. B—B4, to which Black may reply . . . . B—B4, or . . . . B—Kt5 ch., the latter generally leading to a lively interesting game; or he may get a less complicated state of things by . . . . P—Q3, or . . . . Kt—B3. But the Gambit is seldom played nowadays.

However, as specimens, we may give

(A) 4. B—B4, B—B4; 5. P—B3, P × P; 6. B × P ch., K × B; 7. Q—Q5 ch., K—B sq. (the advanced BP is not worth any trouble); 8. Q × B ch., P—Q3; 9. Q × BP, Q—B3. Black, by 5. . . . . Kt—B3, or . . . . P—Q3, may transpose into the Giuoco Piano.

(B) 4. B—B4, B—Kt5 ch.; 5. P—B3, P × P; 6. Castles, P—B7 (or . . . . P—Q3; not . . . . P × P; because of 7. B × KtP with strong

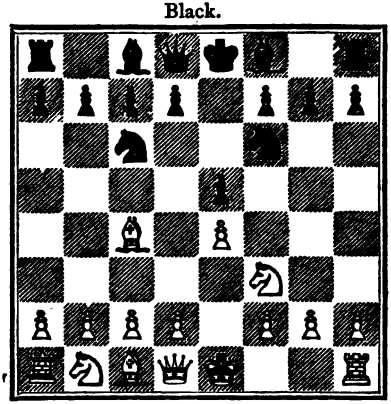
* Black Q dares not take the Kt at her Kt4, because of Kt—Q6 ch., followed by B × Q.

attack); 7. Q × BP (the Q is here less dangerous to Black), P—Q3; and White's better development compensates for the missing P.

TWO KNIGHTS' DEFENCE.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—B4	**Kt—B3** (Diag.)

Black.



White.

DIAGRAM 7.

After Black's 3rd Move.

Here White can get a safe game by 4. P—Q3; but suppose he accepts Black's invitation, and plays

4. Kt—Kt5	P—Q4

The best move; if 4..... Kt × P; White plays

(not 5. Kt × BP, Q—R5; 6. P—KKt3,* Kt × KtP; 7. BP × Kt, Q—K4 ch., &c., winning; but) 5. B × P ch., K—K2; 6. P—Q4, P—KR3 (not .... P × P; else 7. Q—K2, pinning Kt; nor .... Kt × Kt; 7. B × Kt ch., winning Q); and White gets the better game by 7. Kt × Kt, K × B; 8. P—Q5, Kt—K2; 9. Q—R5 ch., P—KKt3 (if .... Kt—Kt3; 10. Q—B5 ch., wins the Kt); 10. Q × KP, B—Kt2; Q—B4 ch., &c. If, after 4. .... Kt × P, White were to play 5. Kt × Kt, Black would recover his piece by .... P—Q4.

White.	Black.
5. P × P	Kt—QR4

If 5..... Kt—K2, White would play 6. P—Q6, Kt(K2)—Q4; 7. P × P, &c.; if 5..... Kt × P, the game might go on 6. Kt × BP, K × Kt;† 7. Q—B3 ch., K—K3 (only way to keep the piece ahead); 8. Kt—QB3, and, whatever theory may say, Black generally loses; try 8..... Kt—Kt5 (it is this, or . . . Kt—K2); 9. Q—K4, P—QKt4 (to gain time; if 10. B × P, then .... B—R3, getting rid of the troublesome White B, or at least unpinning the Kt; if 10. Kt × P, then .... P—B3; 11. Kt—Q4 ch., K—Q3, &c.); 10. B—Kt3, P—B4 (threatens .... P—B5, winning B); 11.

---

* Here, as example of the strength of two Knights working together, try, 6. Q—K2, Kt—Q5!; 7. Q—B sq. (best), Kt × KBP!; 8. Q × Kt, Kt × QBP ch.; 9. K—B sq., Q × B ch.; winning easily.

White, at the point noted, would do better by 6. Castles, B—B4; 7. P—Q4, &c.; but what is given might easily happen to a beginner.

† This variation is known as the "Fegatello" (= fried liver)!

Kt × P, and White's strength of Ps and the unsafe position of Black K should give White the victory. The moves may be varied, but the drift of things is against Black.

White.	Black.

6. B—Kt5 ch. Or 6. P—Q3, P—KR3; 7. Kt —KB3, P—K5; 8. Q—K2, &c.; but the text-move is at least as good.

6. . . . . P—B3

He has sacrificed a Pawn, and now isolates another, to get open lines for his pieces to keep White's development backward.

7. P × P P × P

Not . . . . Kt × P; else 8. B—B4 (winning the KBP; 8. . . . . Kt—Q4, is met by 9. Q—B3 !).

8. B—K2 P—KR3

White's 8th is considered better than either 8. Q—B3, or 8. B—R4. After 8. Q—B3 (threatens B × P ch.), Black plays . . . . Q—B2; 9. B—R4,* B—Q3; 10. P—Q3, Castles; 11. Castles, P—KR3; 12. Kt—K4, Kt × Kt; 13. Q × Kt, P—KB4; and Black has a strong attack on the castled K.

The point of all this is, that Black gets great opportunities of attack, while White's Q side is quite congested. Black would not invite White's fourth move, unless he were an attacking player, familiar with the play likely to ensue from the lines adopted.

White, beside the course pointed out in note to move 3, may play (see Diag.):—

* Or, 9. Kt—QB3, B—KKt5; 10. Kt—Q5, Kt × Kt; 11. Q × Kt, R—Q sq.; 12. Q—K4, P—KB4; 13. Q—K3, P × B; 14. Kt—K6, Q × P; 15. Castles, Kt—B5; 16. Q × RP, R—Q2. (STEINITZ.)

(A) 4. P—Q4, P × P (if 4. . . . . KKt × P; 5. P × P, and the advanced Kt, in view of 6. Q—Q5, threatening mate, must go to QB4, losing time; if 4. . . . . QKt × P, we get 5. B × P ch., K × B; 6. Kt × P ch., and 7. Q × Kt, &c.); 5. P—K5 (if Kt—Kt5, Kt—K4; 6. B—Kt3, P—KR3; White loses time), P—Q4; 6. B—QKt5, Kt—K5; 7. Kt × P, B—Q2; and if White doubles a Pawn by Kt (or B) × Kt, it will not hurt Black.

(B) Morphy played 4. P—Q4, P × P; 5. Castles, Kt × P; 6. R—K sq., P—Q4; 7. B × P !, Q × B; 8. Kt—B3 (a pretty series of moves), Q—KR4; 9. Kt × Kt (threatens Kt—B6 dou. ch., winning Q), B—K2; 10. Kt × P, recovering material, with an equal game.

(C) 4. Castles, Kt × P; 5. B—Q5, this recovers the Pawn, for, after . . . . Kt—KB3, White plays 6. B × QKt, QP × B; 7. Kt × P. Suppose 5. . . . . P—B4?; 6. B × QKt, QP × B; 7. Kt × P, and that Black played such a move as 7. . . . . B—Q3, we might have 8. Q—R5 ch., P—KKt3 (forced); 9. Kt × KtP, awkward for Black; for if he plays 9. . . . . R—KKt sq.; 10. Kt—K5 dis. ch., forces . . . . R—Kt3, &c.; and if he thinks to escape by 9. . . . . Kt—B3; 10. Q—K2 ch., wins the R.

PETROFF DEFENCE (RUSSIAN GAME).

A.

White.	Black.
1. P—K4	P—K4

2. Kt—KB3. Here we may mention 2. Kt—K2, **Alapin's Attack**; it may be played for

variety sake, though the KKt may have to lose some time, *e.g.* 2. . . . . Kt—QB3; 3. Kt—QB3, Kt—KB3; 4. P—B4, P—Q4; 5. KP × P, Kt × P; 6. P × P, Kt × P; 7. P—Q4, Kt(K4) moves (7 . . . . Q—R5 ch.; 8. P—KKt3, helps White). The idea of it is to force the KB file open without risking (as in the King's Gambits) a Pawn.

White.	Black.
2.	**Kt—KB3**
3. Kt × P	P—Q3

This is much better than to play . . . . Kt × P at once; the Pawn cannot escape.

4. Kt—KB3. If Kt—QB4, Black would in a few moves drive it off (gaining time); besides, it blocks his KB.

4. . . .	Kt × P.

5. P—Q4. Better than P—Q3 (when the Kt would return to KB3); Q—K2 is met by . . . . Q—K2.

5.	P—Q4

To support the Kt, to clear the way for KB, and to stop White's QP.

6. B—Q3	B—K2
7. Castles	Castles

B.

1. P—K4	P—K4
2. Kt—KB3	Kt—KB3
3. P—Q4	P × P
4. P—K5	Kt—K5

Not to Kt5, else 5. P—KR3, forcing it to R3 (where the B would take it, doubling the RP); nor

to Q4, whence (after 5. Q × P) it must move again, unless Black plays . . . . P—QB3 (blocking QKt's outlet); nor to Kt sq. (plainly losing time).

White.	Black.
5. Q × P	P—Q4

Not . . . . Kt—B4 (whence it would have no good move).

6. P × P i. p. To dislodge the Kt, and to prevent a move like 6. . . . . B—QB4 (followed by . . . . B × P ch.).

6.	Kt × QP
7. Kt—B3	Kt—B3

Cochrane used to play 3. Kt × P, P—Q3; 4. Kt × P, K × Kt; if now 5. B—B4 ch., Black plays P—Q4 (better than B—K3); 6. B—Kt3 (if P × P, Black blocks the P by . . . . B—Q3), B—KKt5!; 7. P—KB3 (blocking the Q), B—K3; and Black should win. White would do best, after the sacrifice, to rapidly develop his forces, castle (Q), and push forward on the K side, with Pawns, &c.

The **Boden-Kieseritzky Gambit** is as follows: 1. P—K4, P—K4; 2. Kt—KB3, Kt—KB3; 3. B—B4, Kt × P; 4. Kt—B3, Kt × Kt; 5. QP × Kt (by taking with QP, he prevents . . . . P—Q4), P—KB3 (to stop Kt—Kt5); 6. Castles (if Kt × P, Black answers—not . . . . P × Kt, allowing Q—R5 ch., &c.—but . . . . Q—K2, winning the Kt), and Black should keep the Pawn, or secure an advantage in position, though for the time being he is somewhat cramped; suppose 6. . . . . Q—K2; 7. R—K sq., P—Q3; followed soon by . . . . B—K3.

RUY LOPEZ (SPANISH GAME).

So named from a Spanish priest (time of Philip II.). One of the most practised Openings.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3

3. **B—Kt5.** This move constrains Black's game by the threat of 4. B × Kt, indirectly attacking KP. Black has several replies, of which the most approved are .... P—QR3 and .... Kt—KB3.

A.

3.....	P—QR3

To avoid 4. B × Kt, 3..... Kt—Q5 has been played; but White, by 4. Kt × Kt, doubles Black's QP, and this doubled P is, in tendency, a disadvantage, however slight, to Black.

4. B—R4. White cannot here gain the KP; for if B × Kt, then ..... QP × B; 5. Kt × P, Q—Q5; and 6..... Q × KP ch.

4.....	Kt—B3 (Diag.)

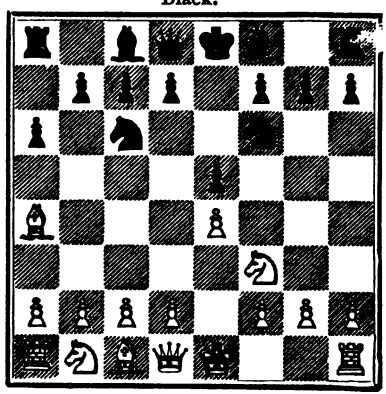
.... KKt—K2 is obstructive to B and Q (though it prevents any doubling of Ps after B × Kt); Black can get rid of the B by 4..... P—QKt4; 5. B—Kt3, Kt—R4; 6. Castles, Kt × B; 7. RP × Kt, but it rather helps White; 4..... P—Q3 may cause a slight loss of time.

A (a) (see Diag.).

5. Castles	Kt × P
6. P—Q4	P—QKt4

Either . . . . P × P or . . . . QKt × P, might lead to danger through 7. R—K sq.

Black.



White.

DIAGRAM 8.

After Black's 4th Move.

White.	Black.
7. B—Kt3	P—Q4
8. P × P	B—K3

A (b) (see Diag.).

5. Kt—B3	B—K2

6. Castles. White cannot gain the KP here; *e.g.* 6. B × Kt, QP × B; 7. Kt × P, Kt × P; 8. Kt × Kt (if Kt × KBP, then . . . . Kt × Kt; 9. Q—R5, Q—Q4!; 10. Kt—Q6 dou. ch., K—B sq.; and Black will gain a piece), Q—Q5, recovering the piece; but, *after* 6. Castles, White threatens to win a Pawn; *e.g.* 6. . . . . Castles; 7. B × Kt, QP × B; 8. Kt × P, Kt × P (if . . . . Q—Q5;

then 9. Kt—B3, and 10. P—Q3); 9. Kt × Kt, Q—Q5; 10. Kt × QBP, gaining a P (as Black Q does not now take the Kt, at her K5, *with a check*).

White.	Black.
6.	P—QKt4
7. B—Kt3	P—Q3

A (c) (see Diag.).

5. P—Q3	P—Q3
6. P—B3	B—K2
7. QKt—Q2	Castles
8. Kt—B sq.	Kt—Q2
9. B—K3	P—B4

Promising a hard-fought game.

White, at move 5, may also play, P—Q4 (and easily recovers the Pawn which Black takes) or Q—K2; but we cannot give these.

B.

Mr. Lasker considers that Black's best third move is . . . . Kt—B3; 3. . . . . P—QR3, leading to some weakness of the Pawns on Queen side, which might prove harmful in the long run.

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. B—Kt5	Kt—B3

B (a).

4. Castles	Kt × P
5. P—Q4	B—K2

It would not do to play . . . . P × P; because of 6. R—K sq. (pinning the Kt). He might play

. . . . Kt—Q3. Returning to White's fifth move, we might get 5. R—K sq., Kt—Q3; 6. Kt × P, Kt × Kt (. . . . Kt × B loses Q, by 7. Kt × Kt ch.); 7. R × Kt ch., B—K2, &c.

White.	Black.
6. Q—K2	Kt—Q3
7. B × Kt	KtP × B

So that the Kt may go to Kt2, after 8. P × P; 7. . . . . QP × B would be bad on account of 8. P × P, Kt—KB4 (if . . . . Kt—Kt4; try 9. P—QR4); 9. R—Q sq., B—Q2; 10. P—K6, P × P; 11. Kt—K5, Kt—Q3; 12. R × Kt, B × R; 13. Q—R5 ch., P—KKt3; 14. Kt × KtP !, &c.

B (b).

4. P—Q3	P—Q3

Black may set a trap here by . . . . Kt—K2; 5. Kt × P ?, P—B3; 6. Kt—B4 (setting a trap in his turn—for if 6. . . . . P × B; 7. Kt—Q6 mate), Kt—Kt3; 7. B—R4, P—QKt4; if 6. B moves, then . . . . Q—R4 ch., and 7. . . . . Q × Kt.

5. P—B3	B—Q2
6. QKt—Q2	P—KKt3

7. B—R4, so as to bring it to QB2, or to QKt3.

7.	B—Kt2

8. Kt—B sq., to bring it to K3.

8.	Castles

B (c).

4. P—Q4	P × P
5. Castles	B—K2

White.	Black.
6. P—K5	Kt—K5
7. R—K sq.	Kt—B4
8. Kt × P	Kt × Kt
9. Q × Kt	Castles

Black sometimes plays for his third move .... P—Q3 (but it is considered to give him a cramped game), or .... P—KKt3 (4. P—Q4, P × P; 5. Kt × P, B—Kt2; 6. B—K3, Kt—B3), or .... P—KB4 (4. Kt—B3, P × P; 5. QKt × P, P—Q4). But these defences are not in much favour.

In conclusion, we add some traps that may occur in this Opening:—

(1.) P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. Castles, Kt × P; 5. R—K sq., Kt—Q3; 6. Kt—QB3, Kt × B; 7. Kt × P; Black should reply .... B—K2; suppose 7..... Kt(Kt4) × Kt; then 8. Kt × Kt ch., B—K2; 9. Kt × B, Kt × Q; 10. Kt—Kt6 ch., Q—K2; 11. Kt × Q, and White will come out a piece ahead; or suppose 7..... Kt(B3) × Kt; then 8. R × Kt ch., B—K2; 9. Kt—Q5, Castles; 10. Kt × B ch., K—R sq.; 11. Q—R5 (threatens 12. Q × RP ch., and 13. R—R5 mate), P—KKt3 (if .... P—KR3, 12. P—Q3, &c.); 12. Q—R6, P—Q3; 13. R—R5, P × R; 14. Q—B6 mate.

(2.) Tarrasch's trap: 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles, Kt × P; 6. P—Q4, P—QKt4; 7. B—Kt3, P—Q4; 8. P × P, B—K3; 9. P—B3, B—K2; 10. R—K sq., Castles; 11. Kt—Q4, Q—Q2? (.... Q—K sq. is right); 12. Kt × B,

Q or P × Kt; 13. R × Kt wins a piece, as Black cannot retake without losing Q.

(3.) 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Castles, P—Q3; 6. P—Q4, P—QKt4; 7. B—Kt3, P × P; 8. Kt × P? (Kt—Kt5 is right), Kt × Kt; 9. Q × Kt, P—B4; 10. Q moves, P—B5, catching the B.

(4.) 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Q—K2, B—B4; 6. P—B3, P—QKt4; 7. B—B2, P—Q4? (P—Q3 !); 8. P × P, Q × P; 9. P—Q4 (driving B), B—Q3?; 10. B—Kt3 !, Q—K5; 11. Q × Q, Kt × Q; 12. B—Q5 wins a Kt.

(5.) 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, Kt—B3; 4. Castles, Kt × P; 5. P—Q4, P—QR3; 6. B—Q3, P—Q4; 7. P—B4, KP × P? [B—KKt5 !]; 8. P × P, Q × P; 9. B × Kt, gaining a piece, as Q cannot take B, on account of R—K sq.

Four Knights' Opening.

A quiet, safe, Opening, leading generally to a well-contested game.

White.	Black.
1. P—K4	P—K4
2. Kt—KB3	Kt—QB3
3. Kt—B3	Kt—B3

If Black played, *e.g.* 3. . . . . P—Q3; it would be the Three Knights' Opening; continued, 4. P—Q4, P × P; 5. Q × P, B—K2; 6. B—K3, Castles.

White.	Black.
4. B—Kt5	B—Kt5
5. Castles	Castles

6. Kt—Q5. Or 6. P—Q3, P—Q3; deferring the real contest.

6.	Kt × Kt
7. P × Kt	P—K5
8. P × Kt	P × Kt
9. Q × P	QP × P

But the moves given here may be greatly varied.

PHILIDOR'S DEFENCE.

An Opening not much in favour, the obstruction of Black's KB giving White much command of board.

1. P—K4	P—K4
2. Kt—KB3	**P—Q3**

2. . . . . P—Q4 gives the **QP Counter Gambit,** with a continuation such as 3. P × P, Q × P; 4. Kt—QB3, Q—K3; and Black is playing the Centre Game with a move behind; the first player has a slight advantage. In this, if 3. Kt × P, then . . . . P × P; 4. P—Q4, B—K3; 5. B—QB4, B × B; 6. Kt × B, P—KB4, &c.

3. P—Q4	P × P

If 3. . . . . P—KB4; we might get this interesting play, 4. Kt—B3, Kt—KB3; 5. P × KP, Kt × P; 6. Kt × Kt, P × Kt; 7. Kt—Kt5, P—Q4 (not . . . . P × P; 8. Q × Q ch., K × Q; 9. Kt—B7 ch.); 8. P—K6, B—B4; 9. Kt × KP (not Kt—B7, because of . . . . Q—B3), B—K2 (for if

9. . . . . P × Kt; then Q—R5 ch., &c.); 10. Q—R5 ch., P—KKt3; 11. Q—K5, R—B sq. This third move takes too much risk for Black.

White.	Black.
4. Q × P. Or Kt × P,	Kt—KB3; 5. Kt—QB3, B—K2 (B—Kt5; 6. B—K2 develops White's game); 6. B—K2, Castles; 7. Castles, B—Q2; Black's position is one of defence.
4.	B—Q2
5. B—K3	Kt—QB3
6. Q—Q2	Kt—B3
7. Kt—B3	B—K2
8. Castles (Q)	Castles

White may also play 3. B—B4, B—K2; 4. P—Q4, P × P; 5. Kt × P, Kt—KB3; 6. Kt—QB3 (to stop . . . . P—Q4), Castles (if 6. . . . . Kt × P; then 7. B × P ch., K × B; 8. Q—R5 ch., K—B sq.; 9. Kt × Kt, &c., with better developed game). It is plain that Black's KB has not much scope.

Ponziani (Staunton's) Opening.

1. P—K4	P—K4
2. Kt—KB3	Kt—QB3

The **Greco Counter Gambit**, formed by 2. . . . . **P—KB4**; 3. B—B4 (better than P × P), P—Q3; 4. P—Q4, Kt—QB3 (or P × QP) is a risky Opening for Black. If White plays 3. Kt × P, Black, by . . . . Q—B3, leads into difficult and complicated play, favourable to a bold ingenious player.

3. **P—B3**. Opening a line for the Q, but blocking the natural outlet for QKt.

White.	Black.
3.	Kt—B3
4. P—Q4	Kt × KP

If . . . . P × P; White by 5. P—K5 harasses the Kt; and if . . . . P—Q3; then P—Q5 blocks in the KB.

5. P—Q5	Kt—Kt sq.

Or . . . . Kt—K2; 6. Kt × P, Kt—Kt3; 7. Kt × Kt, RP × Kt, &c.

6. B—Q3	Kt—KB3
7. Kt × P	B—B4

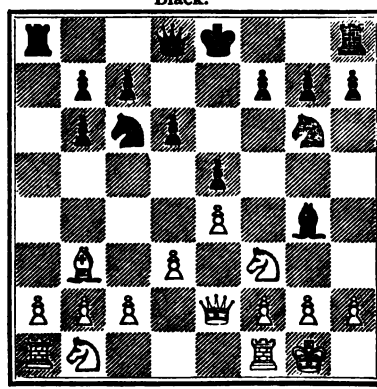
Black may also, at move 3, play . . . . P—Q4; 4. Q—R4 (threatens 5. Kt × P), P—B3; 5. B—Kt5, KKt—K2; 6. P × P, Q × P; 7. Castles, B—Q2, &c.

NOTE I.

Pinning Kt (at KB3) with B.—This is seldom good, just as a move to go on with, unless you are prepared to make the exchange of B for Kt (for some good reason). If hostile K has not castled, his KRP may drive off the B, or force an exchange, bringing hostile Q into action, or (by recapture with KtP) giving open file for the KR (perhaps against your castled K). But in diagram we give a position where White has castled and Black (as a result of pinning a Kt) can break up the K's protecting Ps and expose him to losses. 1. . . . . Kt—Q5; 2. Q—K3, Kt × Kt ch.; 3. P × Kt, or will lose piece for nothing, B—R6; 4. R—K sq.,* Kt—B5; 5. K—R sq., Q—Kt4; 6. R—KKt sq., B—Kt7 ch.; 7. R × B, Q × R mate; but vary the position

* 4. K—R sq. (giving up the exchange) is best; though this loss should be decisive. But the text-move is a natural one for a beginner.

Black.



White.

DIAGRAM 9.

by placing White K at starting at R sq. (in Diag.); Black could do himself no good by this course of action, for then we should get 4. R—KKt sq. (seizing the open file), and White would have time to secure himself. Breaking open a file (on your own or the enemy's side) is no light matter; see first whose forces are likely to make advantage out of it. In diagram, White, with move, could play 1. Q—K3 (to free the KKt, if Black B does not take; or to retake with Q, if he does); if 1. . . . . Kt—Q5; 2. Kt × Kt, &c.

NOTE II.

The Move P—R3.—Young players often lose valuable time at beginning of game by pushing on each RP one square to prevent any pinning of a Kt(B3) by hostile B at its Kt5. If the player had two extra moves for this purpose, perhaps no harm might arise; but, as things are, while he is making these defensive moves, his opponent will be doing something more important, *i.e.* making two developing moves. Do

not make this move *simply* to prevent the pinning. Let B pin Kt, and then (if necessary, or advisable) drive him off. Besides, if you mean to castle (or have done so), the less the Ps about the castled K are moved, the better. There is much danger (after castling K side), your KR being at KB sq., and KBP unmoved, in the hostile QB (supported, *e.g.* by Q), sacrificing himself by 1. B × RP, KtP × B; 2. Q × RP, with your K in a very unsafe state, with perhaps a hostile Kt ready to join in for a mate.

For Black, the move .... P—QR3 is occasionally advisable to prevent a White Kt from getting to QKt5 and attacking the QBP, perhaps in combination with a second piece.

Of course .... P—QB3 would keep out the Kt, but it might not be advisable (or possible) to move this P. The QBP (when its Q is away) is a weak spot in the position.

THE KING'S GAMBITS.

This is the name given to a series of Openings formed by White at his second move offering a Pawn, to break open the KB file, hoping thereby to bring a mass of force, quickly developed, to bear upon the Black King.

White.	Black.
1. P—K4	P—K4
2. **P—KB4**	P × P
3. Kt—KB3	P—KKt4

Black need not maintain the P; he might play 3. .... Kt—KB3; 4. Kt—B3 (or 4. P—K5, Kt—R4; 5. B—K2, P—KKt4; 6. Kt × P, Q × Kt; 7. B × Kt, Q × KtP; 8. Q—B3, Q × Q; 9. B × Q, &c.), P—Q4, &c.; or 3. .... P—Q4; 4. P × P, Q × P, &c.

4. B—B4	B—Kt2

This is Black's simplest defence—named after Philidor.

White.	Black.
5. Castles	P—Q3
6. P—Q4	P—KR3

And White does not easily recover his P, or obtain an attack to compensate for its loss.

Varying at Black's fourth move, we might get the

Muzio Gambit,

in which White sacrifices a piece for a quicker attack.

1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4
4. B—B4	P—Kt5

5. Castles. White might also play P—Q4, or Kt—B3; it is a struggle of position against material; and material should win, though a weak move or a slight loss of time would give White the victory. White might try 5. Kt—Kt sq., keeping his piece, though losing time. Suppose 5. P—Q4, P × Kt; 6. Castles, Black should play 6. . . . . P—Q4 (giving up Pawn for safety); 7. B × QP, B—KKt5 (threatening to win Q by . . . . P—B7 ch.); 8. P × P, B—R6, &c.; not 6. . . . . P × P; because of 7. B × P ch., with a winning attack through exposure of Black K. Again, there is 5. B × P ch., K × B; 6. Kt—K5 ch., K—K sq.; 7. Q × P, Kt—KB3 !; 8. Q × BP, P—Q3; Black should win.

White.	Black.
5.	P × Kt
6. Q × P	Q—B3

7. P—Q3. Or 7. P—K5, Q × P; 8. P—Q3, B—R3, &c.; Morphy, in this, used to play 8. B × P ch., K × B; 9. P—Q4, if now Q × P ch. (. . . . Q—KB4 is safer, and bring KKt to B3); 10. B—K3, Q—B3; and the following might be the sequel, 11. B × BP, B—Kt2; 12. Kt—B3, Kt—K2; 13. Kt—Q5, Kt × Kt; 14. Q × Kt ch., Q—K3; 15. B—R6 dis. ch., K—Kt sq.; 16. QR—K sq., and, if Black takes Q or retreats his Q, 17. R—K8 ch., and mate next move.

7.	P—Q4

Giving up a Pawn for more rapid development. It is a case where "keep all" often means "lose all."

8. B × QP	P—B3

This is simply to prevent B × KtP (winning QR) after Black's next move.

9. B—Kt3	B—K3

and Black has the best of it.

SALVIO GAMBIT.

Obtained by White pushing forward the KKt instead of sacrificing it; thus:

A.

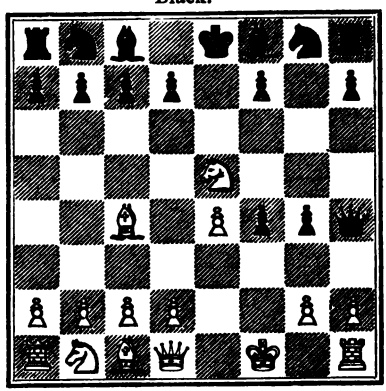
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4

White.	Black.
4. B—B4	P—Kt5
5. Kt—K5	Q—R5 ch.

5. . . . . Kt—KR3 (defending KBP) would let White get a good game by 6. Castles.

6. K—B sq. (Diag.)

Black.



White.

DIAGRAM 10.

After White's 6th Move.

6.	Kt—KR3
7. P—Q4	P—B6

8. B—B4. Better than P—KKt3, Q—R6 ch.; 9. K—B2, Q—Kt7 ch.; 10. K—K3, P—KB4, &c.

8.	P—Q3
9. Kt—Q3	P × P ch.
10. K × P	Kt—QB3
11. B—KKt3	Q—K2

and Black has the best of it.

Varying at Black's sixth move, we may get—

B (see Diag.).

White.	Black.
6.	P—B6

This is Cochrane's counter-attack; suppose 7. Kt × P(B7), Kt—KB3; 8. Kt × R, Kt × P; 9. Q—K sq. (forced, for if 9. P—KKt3, then . . . . Q—R6 ch.; 10. K—K sq., Q—Kt7; 11. R—B sq., P—B7 ch.; and mate next move), P × P ch.; 10. K × P, Q—R6 ch.; 11. K—Kt sq., B—B4 ch.; and what is White to do?

7. P—Q4. If P × P, then . . . . Kt—KB3, with many variations. If 7. B × P ch., then . . . . K—K2; 8. P × P, P—Q3; 9. B × Kt, R × B; 10. Kt × P, B × Kt; 11. P × B, R × P; 12. P—Q3, Q—R6 ch.; 13. K—K sq., R—Kt7; and will win.

7.	P × P ch.
8. K × P	Q—R6 ch.
9. K—Kt sq.	Kt—KR3

10. B—B4. If B × Kt, then . . . . B × B (threatens . . . . B—K6 mate).

10.	P—Q3

11. Kt—Q3, and Black is still his P ahead, without disadvantage.

We may add (c), see Diag., 6. . . . . Kt—QB3; 7. B × P ch., K—K2; 8. Kt × Kt ch., QP × Kt; 9. B—Kt3, Kt—KB3; 10. P—Q3, Kt—R4; 11. Q—K sq., P—Kt6; and Black is to be preferred (better development).

This Gambit is quite out of fashion; though

Steinitz, in his match (1866) *v.* Anderssen, played it (as White) several times and with success.

KIESERITZKY GAMBIT.

Formed by White, at move 4, pushing forward his KRP, barring Black's Q from her KR5.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4
4. P—KR4	P—Kt5
5. Kt—K5	B—Kt2

Paulsen's defence, or rather counter-attack. White should support Kt by P—Q4. By way of caution, try 6. Kt × KtP, P—Q4; 7. P × P?, Q—K2 ch.; if White now stops the check by interposing Q or B, he will lose his KKt; if he moves K to B2, 8. . . . . B—Q5 ch. will expose him to a terrible attack.

6. P—Q4	Kt—KB3
7. Kt—QB3	P—Q3

Or, 7. B—B4, P—Q4; 8. P × P, Castles; 9. Kt—QB3, Kt—R4; 10. Kt—K2, P—QB4. White now had better play 11. P—B3, P—Kt4!; 12. B × KtP, P × P.

8. Kt—Q3	Kt—R4
9. Kt × P	Kt—Kt6
10. R—R2	Castles
11. B—B4	Kt × P
12. Kt × Kt	R—K sq.

13. K—B2. No use to play B—Q3, because

of . . . . P—Q4; better to make way for the QR on to K file.

White.	Black.
13.	R × Kt
14. P—B3	Kt—Q2

and Black has the best of it; White dares not play 15. Q × P, because of . . . . Kt—K4, winning the KB.

Another line of defence is: 5. . . . . Kt—KB3; 6. B—B4, P—Q4; 7. P × P, B—Kt2; 8. B—Kt5 ch. (P—Q6 is met by . . . . P × P; and, after 9. Kt × BP, Black saves both his pieces by . . . . Q—K2 ch., &c.), P—B3; 9. P × P, Castles; 10. P × P, B × P; 11. P—Q4 (to anticipate . . . . Q—Q4), B × P; 12. R—Kt sq., P—B6; and Black's game is preferable. Black has other courses at his fifth move; but those given are considered the best. What is given is only by way of specimen.

In the variation just given, a beginner might proceed, 6. Kt × KtP, Kt × P; 7. P—Q3, Kt—Kt6; he might now wish to save his R; but, if he does so, it *has been found in practice* that he loses the attack and gets a bad game;* so that it is held best for White to continue, 8. B × P, Kt × R; he now has two interesting continuations; but they both fail; (a) 9. B—Kt5, B—K2; 10. Q—K2 (notice the threat, 11. Kt—B6 ch., 12. B—R6 mate; so) . . . . . P—KR4!; 11. Kt—B6 ch., K—B sq.; 12. Q—K5, Kt—B3; 13. Kt × QP ch., K—Kt sq.; and the attack is spent; (b) 9. Q—

* *E.g.* 8. R—R2, B—K2; 9. B × P, B × P; 10. K—Q2, P—Q4; followed by . . . . Q—B3.

K2 ch., Q—K2 (otherwise mate, as shown above); 10. Kt—B6 ch., K—Q sq.; 11. B × P ch., K × B; 12. Kt—Q5 ch., K—Q sq.; 13. Kt × Q, B × Kt; 14. Q—Kt4, P—Q3; 15. Q—KB4, R—Kt sq. (now the Kt can be extricated); and Black has the best of it. White has gained the Q; but it is a case of buying gold too dear.

Allgaier Gambit.

This varies from the preceding Gambit at White's fifth move. In the Allgaier, he sacrifices his Kt to displace the hostile K and to secure an attack which, whether sound or not, it is in practice hard to repel.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	P—KKt4
4. P—KR4	P—Kt5
5. **Kt—Kt5**	P—KR3
6. Kt × BP	K × Kt

White has here three continuations—

(A) 7. B—B4 ch., P—Q4!; 8. B × P ch., K—Kt2; 9. P—Q4, Kt—KB3 (or B—Q3); and Black ought to win.

(B) 7. Q × P, Kt—KB3; 8. Q × BP, B—Q3 (to give room to K, and to release the KR); 9. B—B4 ch. (if P—K5, the B simply takes it; and Q dares not retake, on account of .... R—K sq.), K—Kt2; and Black has the best of it.

(C) Thorold's—the best—7. P—Q4, P—Q4!; 8. B × P, Kt—KB3! (or 8. .... P × P; 9. B—B4 ch., K—Kt2; 10. B—K5 ch., Kt—KB3, &c.);

9. B—K2 ! (or 9. Kt—B3, B—K2), Kt—B3 ; 10. Kt—B3, K—Kt2 ; and the game is far from decided. White's chances rest on keeping the attack moving. He must press on at all hazards ; early castling, especially Q side, helps him much.

We give a specimen of the kind of game that may occur in this fine Opening. The winner was Mr. E. Freeborough.

1. P—K4, P—K4 ; 2. P—KB4, P × P ; 3. Kt—KB3, P—KKt4 ; 4. P—KR4, P—Kt5 ; 5. Kt—Kt5, P—KR3 ; 6. Kt × P, K × Kt ; 7. P—Q4, P—Q4 ; 8. B × P, P × P ; 9. B—B4 ch., K—Kt2 ; 10. Kt—B3, Kt—KB3 ; 11. Q—K2, Kt—B3 ; 12. Castles (Q), Kt × P ; 13. Q—B2, P—B4 ; 14. B—K5, B—K2 ;* 15. Kt × P, Q—Kt3 ; 16. Kt—Kt3, R—B sq. ; 17. P—B3, Kt—K3 ; 18. Kt—R5 ch., K—Kt3 ; 19. B—Q3 ch., Kt—K5 ; 20. B × Kt ch., K × Kt ; 21. R—Q5 !, R × Q ; 22. B—B4 ch., Kt—Kt4 ; 23. P × Kt mate.

CUNNINGHAM GAMBIT.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	**B—K2**
4. B—B4	B—R5 ch.

5. K—B sq. Better to let the B stay where it is, and lose time in going elsewhere.

5.	P—Q4
6. B × P	Kt—KB3
7. Kt—B3	Castles

and White generally gets the best of it ; it might

* . . . . B—Q3 ! (to force an exchange).

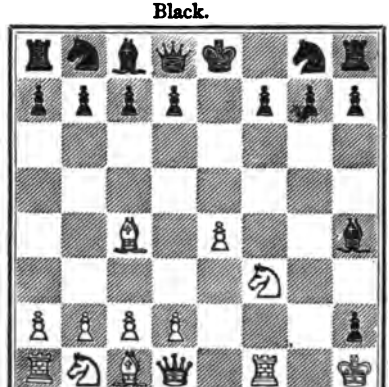
go on, 8. P—Q4, P—B3; 9. B—Kt3, B—Kt5; 10. QB × P, Kt—R4; and White, with 11. Q—Q2, has the better game.

Three Pawns Gambit.

This branches off from the Cunningham Gambit; though it is not really sound, Black can easily go wrong.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. Kt—KB3	B—K2
4. B—B4	B—R5 ch.
5. **P—KKt3**	P × P
6. Castles	P × P ch.
7. K—R sq. (Diag.).	The K is here safe enough for the time.

Black.



White.

Diagram 11.

After White's 7th Move.

White.	Black.
7.	P—Q4

If here Black were to play . . . . B—K2, he would lose by 8. B × P ch., K × B; 9. Kt—K5 dou. ch., K—K3 (if . . . . K—K sq.; then 10. Q—R5 ch., P—KKt3; 11. Kt × KtP, &c.); 10. Q—Kt4 ch., K—Q3 (or . . . . K × Kt; 11. Q—B5 ch., and mate next move); 11. Kt—B7 ch., wins Queen.

8. B × P	Kt—KB3

9. B × BP ch. Or 9. Kt × B, Kt × B; 10. P × Kt, Q × Kt; 11. Q—K2 ch., K—Q sq.; 12. Q × P (not R × B, R—K sq. !), Q × Q ch.; 13. K × Q, P—KB3; and Black will win.

9.	K × B
10. Kt × B	R—B sq.

11. P—Q4. If P—K5, Black simply answers . . . . Q—Q4 ch., and 12. . . . . Q × KP.

11.	K—Kt sq.

and the sequel might be 12. B—Kt5, Kt × P !; 13. B × Q, R × R ch.; 14. Q × R, Kt—Kt 6 ch.; 15. K × P, Kt × Q ch.; K—Kt sq., Kt—K6; and Black should win. An interesting and instructive bit of play.

KING'S BISHOP'S GAMBIT.

Probably the strongest for White of these Gambits. White invites an attack upon his K, on the assumption that the displacement of his K is amply compensated by the premature sally of the Black Q. We give the following examples of this fine Opening.

A.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P × P
3. **B—B4**	P—Q4

Considered best; giving back the P, for quicker development.

4. B × P	Q—R5 ch.

Or .... Kt—KB3; 5. Kt—QB3, B—QKt5; 6. Kt—B3, Castles; 7. Castles, B × Kt; 8. QP × B, P—B3; equal game; but it must be allowed that there is not much Gambit about it.

5. K—B sq.	P—KKt4

6. Kt—QB3. Or play 6. Q—B3, P—B3; 7. Q—B3, P—B3; 8. P—Q4, Kt—K2 (guarding the QB).

6.	B—Kt2
7. P—Q4	Kt—K2
8. Kt—KB3	Q—R4

B.

1. P—K4	P—K4
2. P—KB4	P × P
3. B—B4	P—KB4
4. Q—K2	Q—R5 ch
5. K—Q sq.	P × P
6. Q × P ch.	B—K2
7. P—Q4	Kt—KB3

In this variation, Black would not do so well by 7. .... P—KKt4; 8. Q—K5, Kt—KB3; 9. Kt—KB3, Q—R4; 10. Q × KtP, with a rather better position for the ending.

White.	Black.

8. Q × BP. Practically forcing exchange of Qs; for, if 8. . . . . Q—R4 ch.; 9. B—K2, Q—R4 (to sustain QBP); White, by 10. B—Q2, gains time.

C.

In this, Black checks at first opportunity, aiming to retain the Gambit Pawn.

1. P—K4	P—K4
2. P—KB4	P × P
3. B—B4	Q—R5 ch
4. K—B sq.	P—KKt4

4. . . . . B—B4 (threatens mate) is worse than useless, as White develops his game and gains time by 5. P—Q4. Black must avoid 5. Kt—KB3, Q—Kt5 ? [Q—R4 !]; 6. B × P ch., K—Q sq. (if . . . . K × B; 7. Kt—K5 ch. wins the Q); 7. P—KR3, Q—Kt6; 8. Kt—QB3, and 9. Kt—K2 (catching Black Q).

5. Kt—QB3	B—Kt2
6. P—Q4	Kt—K2

Not to obstruct KBP or KB, and to close the K file.

7. P—KKt3. Or Kt—B3, Q—R4; 8. P—KR4, P—KR3; 9. K—Kt sq., Q—Kt3, &c.

7.	P × P
8. K—Kt2 !, threatens P × P, winning Q.	
8.	P—Kt5
9. P × P	Q—B3
10. Q × P	P—Q4

Better than . . . . Q × P; for then 11. Kt—B3,

with well-developed game; 11. . . . . P—Q4, being met by 12. Kt × P; and 11. . . . . Q × B, by 12. Q × B.

White.	Black.
11. P—K5	B × Q
12. P × Q	B × P
13. Kt × P	Kt × Kt
14. B × Kt	P—B3

15. B—B3, saving the QP; for if 15. . . . . B × B; then 16. Kt × B.

King's Gambit Declined.

Although it may be, in theory, better to accept the Gambit Pawn, yet, in practice, the defence is often so difficult in the complications that may arise, that many players prefer to decline it; and this may be done in several ways.

A.

1. P—K4	P—K4
2. P—KB4	B—B4
3. Kt—KB3	P—Q3
4. P—B3	Kt—KB3

Or 4. B—B4, Kt—QB3; 5. P—Q3, B—KKt5; 6. P—QB3 (to keep out the Kt from his Q5), Kt—B3; 7. P—KR3, B × Kt; 8. Q × B, &c.

5. P—Q4	P × QP
6. P × P	B—Kt3

Or 6. . . . . B—Kt5 ch.; 7. B—Q2.

7. Kt—B3	Castles

B.

White.	Black.
1. P—K4	P—K4
2. P—KB4	P—Q4
3. Kt—KB3	P × KP

If .... P × BP, then 4. P × P, Q × P; 5. Kt—B3, and Black loses time.

4. Kt × P	B—K3

It would not do to play .... P—KB3; for then 5. Q—R5 ch., P—KKt3; 6. Kt × KtP, &c. The text-move defends the KBP, and prevents B—B4.

5. P—Q4	P × P i. p.

If he did not take it, his passed Pawn would be very insecure.

6. B × P	B—B4

C.

1. P—K4	P—K4
2. P—KB4	P—Q4

2..... P—Q3 is not equally good; while 2..... P—KB4; 3. Q—R5 ch., P—KKt3; 4. Q—K2, is bad for Black; nor does he get any good from 2..... Q—R5 ch.; 3. P—KKt3, Q—B3; 4. P × P, Q × P; 5. B—Kt2, &c. 2..... Q—B3, is met by 3. P—Q3.

3. P × QP	P—K5

This is the **Falkbeer Counter Gambit**; Black may play a more cautious game by .... Q × P; 4. Kt—QB3, Q—K3; 5. Kt—B3, P × P ch.;

6. K—B2 (threatens B—Kt5 ch., and R—K sq. !), B—K2, &c.

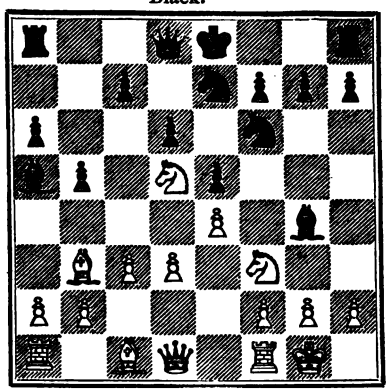
White.	Black.
4. P—Q3	Q × P
5. Kt—QB3	B—QKt5
6. B—Q2	B × Kt
7. B × B	P—KB3

Not . . . . Kt—KB3; because of 8. B × Kt, scattering the Pawns.

NOTE III.

Pinning Kt (at KB3) with B (continuation).—The following imaginary little game shows how Pawns may sometimes be picked up through your opponent heedlessly pinning a Kt: 1. P—K4, P—K4; 2. Kt—KB3, P—Q3; 3. B—B4, Kt—QB3; 4. P—Q3, QKt—K2?; 5. Kt—QB3, B—Kt5; now White has two courses: (A) 6. Kt × P (threatens 7. B × P mate; necessitating something like . . . . B—K3, or . . . . P—Q4; for . . . . Kt—KR3 is met by 7. B × Kt, &c.); and (B) 6. B × P ch., K × B; 7. Kt—Kt5 ch., K—K sq.; 8. Q × B, gaining a Pawn, and preventing Black's castling. The latter way of gaining the Pawn is the more usual, the position of Black's QKt being unusual. Compare, for same reason, the following game lost, in his early days, by the great Philidor (Legalle giving him odds of QR): 1. P—K4, P—K4; 2. B—B4, P—Q3; 3. Kt—KB3, P—KKt3; 4. Kt—QB3, B—KKt5?; 5. Kt × P, B × Q (best is . . . . P × Kt, losing a Pawn only); 6. B × P ch., K—K2; 7. Kt—Q5 mate. Or, at a later stage of the game, try the following, which occurred in the fifth game of the Tarrasch-Tchigorin match, 1893 (Dr. Tarrasch, White): 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—Kt5, P—QR3; 4. B—R4, Kt—B3; 5. Kt—B3, B—Kt5; 6. Kt—Q5, B—R4; 7. Castles, P—QKt4; 8. B—Kt3, P—Q3; 9. P—Q3, B—KKt5; 10. P—B3, Kt—K2 (Diag.); White now played 11. Kt × KP, and Black had nothing

Black.



White.

DIAGRAM 12.

better than .... P × Kt; 12. Kt × Kt ch., P × Kt; 13. Q × B, losing a Pawn; for if 11. .... B × Q; there would follow 12. Kt × Kt ch., K—B sq. (or A); 13. Kt(K5) —Q7 ch., Q × Kt; 14. Kt × Q ch., K—K sq.; 15. R × B, K × Kt; 16. B × P, &c.; (A) 12. .... P × Kt; 13. B × P ch., K—B sq.; 14. B—R6 mate; 11. .... either Kt × Kt, being of course met by 12. Kt × B.

NOTE IV.

Castling.—As a rule, the beginner had better castle early in the game, and preferably on K side. But if the Queens have been early exchanged, it will scarcely be worth while to spend time in castling; the K would then generally be safe enough, and have more chances of usefulness towards the middle of the board. It is very dangerous to castle on a side where your opponent has (or can get) an open file for his R or Rs; or where he can bring to bear at once upon your K's quarters the combined action of several of his pieces; or where he has Pawns considerably advanced.

You may set too much store on preventing your opponent castling; *e.g.* 1. P—K4, P—K4; 2. Kt—KB3, Kt—QB3; 3. B—B4, Kt—B3; 4. Kt—B3, Kt × P (it is now best to continue 5. Kt × Kt, P—Q4; 6. B × P; Q × B, &c.; but, suppose), 5. B × P ch., K × B; 6. Kt × Kt, P—Q4; Black has suffered no harm; in fact, has the better game; open lines for his Bishops, the KB file open for his KR, and his K (if necessary) can get shelter (after KR has come out) at KKt sq.; White cannot follow up his attack—or rather, the attack has died out, and Black is ahead in development. Of course, if you and your opponent castle on different sides, there may be a race who may get in first upon castled K with Pawns hurried on and helped by pieces.

VARIOUS OPENINGS.

King's Bishop's Opening.

This often turns, by slight transposition of moves, into a Giuoco Piano, or similar, game; but it may keep a distinctive character.

I.

White.	Black.
1. P—K4	P—K4
2. **B—B4**	B—B4

The "Classical Defence." Black may also play 2. . . . . Kt—QB3; 3. Kt—QB3, Kt—B3; 4. P—Q3, B—Kt5, &c. If he plays 2. . . . . P—KB4 (known as the **Calabrese Counter Gambit**), White had better develop quietly by 3. P—Q3. For the "Berlin Defence," see No. III.

3. Q—R5. A favourite move with beginners; if Black thinks to defend the BP by . . . . Kt—

KR3, he loses a piece by 4. P—Q4, B × P; 5. B × Kt, and the P dares not retake for fear of 6. Q × BP mate.

White.	Black.
3.	Q—K2
4. Kt—KB3	P—Q3
5. Kt—Kt5	Kt—KB3
6. Q × BP ch.	Q × Q
7. B × Q ch.	K—K2

Better than . . . . K—B sq., which would block the KR.

8. B—B4	P—KR3
9. Kt—KB3	Kt × P

II.

Another form of the King's Bishop's Opening is known as the **Lopez Gambit**, as follows:—

1. P—K4	P—K4
2. B—B4	B—B4
3. Q—K2	P—Q3
4. P—B4	Kt—KB3

It would not be advantageous to Black to play 4. . . . . P × P; for then 5. Kt—KB3 (threatens P—Q4), P—KKt4; 5. P—KR4, breaking up Black's K side Pawns. Nor does 4. . . . . B × Kt; 5. R × B, P × P; 6. P—Q4, Q—R5 ch.; 7. P—KKt3, P × P; 8. R × P, turn out well for Black; though he gains a Pawn, White has compensation in his better development; notice the threat, by 9. B—KKt5, to cut off retreat of Q.

5. P—Q3	B—KKt5

If Black plays 5. . . . . Kt—Kt5; then 6. Kt—KB3,

B—B7 ch.; 7. K—Q sq., B—QB4; 8. R—B sq. (to prevent . . . Kt—B7 ch.), &c. The Black B loses time.

White.	Black.
6. Kt—KB3	Q—K2
7. P × P	P × P

f White wishes to castle (K), then 8. B—K3, &c.

III.

1. P—K4	P—K4
2. B—B4	Kt—KB3

known as the "Berlin Defence."

3. P—Q3. Or 3. Q—K2, Kt—QB3; 4. P—QB3, B—B4; 5. Kt—B3, Castles, &c. Or 3. Kt—QB3, Kt × P; 4. Kt × Kt, P—Q4; 5. B × P, Q × B; 6. Kt—QB3, Q—R4; 7. P—Q3, &c. Or 3. P—Q4, P × P; 4. Q × P, leading into the Centre Game.

3.	B—B4

4. Kt—KB3. Allowing of castling, if Black replies . . . . Kt—Kt5. 4. P—KB4 is dangerous, as it exposes the White K to sharp attack from Kt at Kt5 and Q at R5.

4.	P—Q3

And we have reached a Giuoco Piano game.

VIENNA OPENING.

A.

1. P—K4	P—K4
2. **Kt—QB3**	Kt—KB3

Black's best reply; after which it will not do White any good to offer a Gambit; but suppose

White.	Black.
3. P—KB4	P—Q4

This is better than . . . . P × P (to which White would answer 4. P—K5), though this would be a good reply if Black's second move had been . . . . Kt—QB3.

4. BP × P. Or KP × P, P × P; 5. Kt—KB3, Kt × P; 6. Kt × Kt, Q × Kt.

4.	Kt × P

5. Q—B3. If Kt × Kt, P × Kt, the White Ps will be rather broken up (unless QP is kept for a time unmoved). Black was threatening . . . . Q—R5 ch.; 6. P—KKt3, Kt × KtP; 7. Kt—B3, Q—R4. White might also play 5. Kt—B3, B—K2; 6. P—Q4, P—QB4; 7. B—Q3, Kt—QB3; 8. Kt × Kt, P × Kt; 9. B × P, Kt × QP.

5.	P—KB4

Or . . . . Kt × Kt; 6. QP × Kt.

6. P—Q3	Kt × Kt
7. P × Kt	P—Q5

To hinder White's development, as 8. P × P, Q × P would gain the White KP. White's passed P is not dangerous, as it cannot be easily supported.

B.

1. P—K4	P—K4
2. Kt—QB3	Kt—KB3
3. P—KKt3	P—Q4
4. P × P	Kt × P

White.	Black.

5. KKt—K2. Not Kt × Kt, bringing Black Q into good play.

5.	B—QB4
6. B—Kt2	P—QB3

This, beginning at White's move 3, is Paulsen's variation; it may, like other things, be much varied, *e.g.* 3. . . . . B—B4; 4. B—Kt2, Castles; 5. KKt—K2, P—Q3; 6. Castles, Kt—B3, &c.

Other variations may be summed up thus:—

(C) 1. P—K4, P—K4; 2. Kt—QB3, Kt—KB3; 3. B—B4, Kt × P; 4. Q—R5 (if Kt × Kt, then . . . . P—Q4 recovers the piece), Kt—Q3 (forced); 5. Q × KP ch., Q—K2; 6. Q × Q, B × Q; playing without Queens.

(D) 1. P—K4, P—K4; 2. Kt—QB3, B—B4; 3. P—KB4, P—Q3!; 4. Kt—B3, B—KKt5; 5. Kt—QR4, B—Kt3; 6. Kt × B, RP × Kt, &c.

(E) 1. P—K4, P—K4; 2. Kt—QB3, Kt—QB3; 3. B—B4, Kt—B3; 4. P—Q3, B—Kt5; 5. KKt—K2, P—Q4; 6. P × P, Kt × P, &c. In this, if 3. . . . . B—B4; White plays 4. Q—Kt4; and Black has to defend his KKtP, not very comfortably; 4. . . . . Q—B3 being met by 5. Kt—Q5; and 4. . . . . B—B sq. (or . . . P—KKt3), by 5. Q—Kt3 (avoiding loss from . . . P—Q4).

(F) The Gambit forms of the Opening:—

(a) 1. P—K4, P—K4; 2. Kt—QB3, Kt—QB3; 3. P—B4, P × P; 4. Kt—KB3, P—KKt4; 5. P—Q4 (making the **Pierce Gambit**), P—Kt5; 6. B—B4, P × Kt; 7. Castles, P—Q4; 8. P × QP,

B—Kt5 (threatens to win Q by advance of P, checking); 9. R—K sq. ch., KKt—K2 (to clear KKt file for R); 10. Kt—K4 (threatens Kt—B6 mate), B—Kt2; 11. P × P, Kt—R4; 12. B—B sq., B—R4; and Black should win.

(b) 1. P—K4, P—K4; 2. Kt—QB3, Kt—QB3; 3. P—B4, P × P; 4. Kt—KB3, P—KKt4; 5. P—KR4 (the **Hampe-Allgaier Gambit**), P—Kt5; 6. Kt—Kt5 (or try Kt—KKt sq.), &c., much as in the ordinary Allgaier, though the preliminary move of White's QKt is a little in his favour. Black, of course, by playing 2. . . . . Kt—KB3, can avoid the perils of this Gambit—and they are not few.

(c) The **Steinitz Gambit**: 1. P—K4, P—K4; 2. Kt—QB3, Kt—QB3; 3. P—B4, P × P; 4. P—Q4, Q—R5 ch.; 5. K—K2, P—Q4; 6. P × P, Q—K2 ch.; 7. K—B2, Q—R5 ch.; 8. P—KKt3, P × P ch.; 9. K—Kt2, B—Q3 (threatens . . . . P × P, winning); 10. Q—K sq. ch., Kt (B3)—K2; 11. P × P, Q × QP; 12. Kt—B3, Q—Kt3; with very uncertain result.

CENTRE COUNTER GAME.

White.	Black.
1. P—K4	**P—Q4**

To any unusual first move of White's, Black may safely make this reply. As it stands, this Opening is not considered favourable for Black, and is seldom played.

2. P × P. Better than P—K5, to which Black answers . . . . P—QB4 (forestalling P—Q4). If 2. Kt—QB3, then . . . . P—Q5.

White.	Black.
2.	Q × P

Or . . . . Kt—KB3; 3. P—Q4 (better than to defend the P by P—QB4), Q × P, &c.

3. Kt—QB3	Q—Q sq.

Or . . . . Q—QR4; 4. P—Q4, P—QB3; 5. Kt—B3, B—B4.

4. P—Q4	P—QB3

Opening another line for Q and guarding his QKt4.

5. Kt—B3	B—B4
6. B—Q3	B—Kt3

At Black's fourth move we might get 4. . . . . Kt—KB3; 5. B—K3 (if B—Q3, avoid 5. . . . . Q × P; 6. B—QKt5 ch., winning Q), B—B4 (soon advancing Pawn to K3). The loss of time by Black Q at beginning is the objection to this Opening.

Sicilian Game.

This, again, is an Opening not much in favour, though it has been occasionally used by such eminent players as Messrs. Lasker and Janowski. Its popularity may revive.

1. P—K4	**P—QB4**
2. Kt—KB3	P—K3

3. Kt—QB3. Or P—Q4, P × P; 4. Kt × P, Kt—KB3.

3.	P—Q4
4. P × P	P × P
5. P—Q4	B—K3

White. Black.

6. B—K2. Though P × P isolates Black's QP, yet the harm so done to him is little or nothing, and his KB is quickly brought into play.

6. . . . . Kt—QB3

Black may shape the Opening on different lines, thus: 1. P—K4, P—QB4; 2. Kt—QB3, P—KKt3; 3. Kt—B3, B—Kt2; 4. P—Q4, P × P; 5. Kt × P, Kt—QB3; 6. B—K3, Kt—B3; 7. B—K2, Castles; 8. Q—Q2, P—Q3. One of Black's objects in this Opening is to utilise the QB file for his QR.

CENTRE GAME.

A lively Opening, leading to interesting play at an early stage of game.

1. P—K4 P—K4
2. **P—Q4** P × P

This is Black's best; . . . . Kt—QB3 is met by 3. P—Q5, and Black loses time with Kt; . . . . B—Q3 is even worse, met in same way. If . . . . P—Q4; we might get 3. P × KP, P × P; 4. Q × Q ch., K × Q; 5. B—B4, K—K sq. (not . . . . Kt—KR3; else 6. B × Kt, P × B; 7. B × P and would win); 6. Kt—QB3, and White has got ahead in his development. Much the same, if 2. . . . . P—Q3; 3. P × P, &c. If 2. . . . . P—KB3; 3. P × P, P × P?; 4. Q—R5 ch., K—K2; 5. Q × KP ch., K—B2; 6. B—B4 ch., K—Kt3; 7. Q—B5, Finis! (or in this 4. . . . . P—KKt3; 5. Q × KP ch., Q—K2; 6. Q × R, Q × P ch.; 7. K—Q sq., &c.); but Black need

not play 3. . . . . P × P; . . . . Q—K2 is better (threatening, if 4. P × P, to reply . . . . Q × KP ch., &c.); then 4. Kt—KB3, P × P; now contrast the two armies; White, with a Kt in field, open lines for his Bs and Q; while both Black Bs are blocked, his Q is badly placed (. . . . Q—Kt5 ch. would only develop White's game by Kt—QB3 defending the KP), and he cannot castle under three moves; White stands much better.

White.	Black.

3. Q × P. If B—B4 (the Gambit), we may get play like 3. . . . . B—B4; 4. B × P ch., K × B; 5. Q—R5 ch., P—KKt3; 6. Q × B, &c.; or 3. . . . . B—Kt5 ch.; 4. P—B3, P × P; 5. P × P, Q—B3 (stopping 6. P × B); 6. Q—Kt3, B—B4; 7. Kt—B3 (stopping the threatened mate and preparing to castle); and White's better development may compensate for the missing P. But a beginner is on safer ground with the text-move

3.	Kt—QB3

At once driving off the Q, and so far gaining time.

4. Q—K3. This prevents . . . . P—Q4 (for then, 5. P × P dis. ch.), or . . . . B—B4. 4. Q—Q sq. loses time

4.	B—K2

Or 4. . . . . Kt—B3; 5. B—Q2 (forestalling . . . . Kt—QKt5, and preparing to castle (Q), and get his R on the open file), &c. 4. . . . . Kt—QKt5 is a premature attack; 5. B—Q3, Kt × B; 6. Q × Kt, &c. Black may also try 4. . . . . P—KKt3; 5. Kt—QB3, B—Kt2 (well posted, if White should castle Q); 6. Kt—Q5, P—Q3, &c.

White.	Black.

5. B—Q2. White may be tempted to play 5. Q—KKt3, but Black can answer 5. . . . . Kt—B3; 6. Q × KtP, R—Kt sq.; 7. Q—R6, R—Kt3; 8. Q—K3 (best, *i.e.* safest), Kt × P (White dares not take Kt, on account of . . . . R—K3, pinning Q), and Black is to be preferred.

5.	Kt—B3
6. Kt—QB3	P—Q3

Simply developing moves, getting out the forces orderly.

7. B—K2. Preventing disturbance of Q by . . . . Kt—KKt5.

7.	O—O
8. O—O—O	B—K3

And it cannot be shown that either side has the better game. A subsequent move like . . . . Kt—QKt5 (threatening QRP) is met by K—Kt sq. The "Opening" is now nearly completed; and the continuations for either side are too infinite for any examination. *E.g.* 9. Q—Kt3 (threatening 10. B—KR6) is met by . . . . K—R sq

DANISH GAMBIT.

A branch from the Centre Game.

1. P—K4	P—K4
2. P—Q4	P × P
3. **P—QB3**	P × P
4. B—QB4	Kt—KB3 !

Much safer than . . . . P × P; 5. QB × P, which

generally turns out in White's favour; Black may play 4. . . . . P—B7; 5. Q × P, B—Kt5 ch., &c.

White.	Black.
5. Kt × P	B—Kt5

6. KKt—K2. White might here prevent Black from castling by 6. B × P ch, K × B; 7. Q—Kt3 ch., P—Q4!; 8. Q × B, Kt × P; but Black's K would be quite safe, and his KR would come into good play at K sq. White could not recover the P by 9. Kt × Kt, on account of 9. . . . . R—K sq.; 10. P—B3, P × Kt; 11. P × P, Q—R5 ch., and 12. . . . . Q × KP; or something very similar.

6.	Castles

and Black keeps his Pawn to the good with a safe position.

Queen's Pawn Game.

The move 1. P—Q4 is, theoretically, the safest and soundest first move; the Pawn does not at once require defence, and the development of the forces proceeds on cautious, marked-out, lines. But this Opening is somewhat monotonous and requires very great care. It is, in its various branches, one of the most commonly played in important contests.

1. P—Q4	P—Q4
2. P—K3	Kt—KB3
3. P—QB3	P—B3
4. B—Q3	Q—B2
5. P—KB4	B—Kt5
6. Kt—K2	P—K3

Each side meaning to bring out QKt *viâ* Q2; and White intending to advance on K side, if Black K should castle in that direction; White's QB being kept for defence at Q2. The subsequent play needs much caution.

B.

White.	Black.
1. P—Q4	P—Q4

1..... P—QB4, is best met by 2. P—Q5; 1..... P—Q3, by 2. P—K4.

2. P—K3

White might continue also in a way like this: 2. Kt—KB3, P—K3; 3. P—KKt3, P—QB4; 4. B—Kt2, P × P; 5. Q × P, Kt—QB3; 6. Q—Q sq. (not Q—B3, B—Kt5 !), &c.

2.....	P—K3
3. P—QB4	P—QB4
4. Kt—QB3	Kt—QB3
5. Kt—B3	Kt—B3
6. B—Q3	B—Q3
7. Castles	Castles
8. P—QKt3	BP × P
9. KP × P	P—QR3

A move like 9..... Kt—QKt5 (attacking the B) would only lose time; White would withdraw it to K2. An isolated P, in middle of board, goes for very little in this sort of Opening; it can be generally exchanged, or sufficiently guarded, and meanwhile the open lines are useful for the Rooks.

C.

White.	Black.
1. P—Q4	P—KB4

Known as the **Hollandish (or Stein's) Game**; a favourite defence with Morphy; but not considered as good as . . . . P—Q4.

2. Kt—KB3. Staunton used to play 2. P—K4, P × P; 3. Kt—QB3, Kt—KB3; 4. B—KKt5, P—B3; 5. B × Kt, KP × B; 6. Kt × P, recovering Pawn. In this, if 4. . . . . P—Q4 (to hold Pawn), White plays 5. B × Kt, KP × B; 6. Q—R5 ch., P—KKt3; 7. Q × QP, with advantage.

2.	P—K3
3. P—K3	Kt—KB3
4. P—B4	B—K2

(Checking at Kt5 is useless.)

5. Kt—B3	P—QKt3
6. B—K2	B—Kt2

White will develop his QB at QKt2. Black's Q is somewhat obstructed—a corollary of keeping the QP unmoved; he should soon play . . . . P—QB4.

Games on such lines as those just given (which may be infinitely and safely varied in detail) are far less common than those opening with the Queen's Gambit.

Queen's Gambit Accepted.

1. P—Q4	P—Q4
2. P—QB4	P × P

It is safe to take the Pawn; dangerous to try to hold it.

White.	Black.

3. P—K3. Suppose White here plays 3. Kt—KB3, P—QB4; 4. P—K3, P × P; 5. B × P, Black must now answer by .... P—K3; for if 5. .... P × P; 6. B × P ch., wins the Queen.

If White were to play 3. P—K4, he would get no particular advantage from such a continuation as, 3. .... P—K4! 4. P × P (P—Q5 is met by .... P—KB4), Q × Q ch.; 5. K × Q, Kt—Q2; 6. P—B4, Kt—B4; 7. Kt—QB3, P—QB3; 8. B × P, P—QKt4; 9. B—Kt3, P—Kt5; 10. QKt—K2, Kt × P, &c.

3.	P—K4

This last move could have been prevented by 3. Kt—KB3. Suppose 3. .... P—QKt4 (to hold the Pawn); White proceeds 4. P—QR4, B—Q2 (best, if 4. .... P—QB3; then 5. P × P, and Black dares not retake, because of 6. Q—B3, winning a piece; if 4. .... P—QR3; then 5. P × P wins a Pawn for White); 5. P × P, B × P; 6. P—QKt3, and will reunite all his Pawns, leaving Black with two isolated Pawns.

4. B × P. If P × P, Black, by .... Q × Q ch., gets a trifling advantage.

4.	P × P
5. P × P	Kt—KB3
6. Kt—KB3	B—Q3
7. Castles	Castles

The **Blackmar Gambit** is not good for White; 1. P—Q4, P—Q4; 2. P—K4, P × P; 3. P—KB3, P × P; 4. Kt × P, P—K3; 5. B—Q3, Kt—KB3, &c.; he does not get enough for the missing Pawn.

QUEEN'S GAMBIT DECLINED.

A.

White.	Black.
1. P—Q4	P—Q4

2. P—QB4. If 2. B—B4, Black may either play .... P—QB4, and let White take QKt if he chooses; or continue, 2. .... P—K3; 3. Kt—KB3, Kt—KB3; 4. P—K3, B—Q3; 5. B—Kt3, Castles, &c.

2.	P—K3

If 2. .... Kt—KB3; White by 3. P × P, Q × P; 4. Kt—QB3 (or 3. .... Kt × P; 4. P—K4); gains time.

3. Kt—QB3	Kt—KB3
4. P—K3	B—K2
5. Kt—KB3	Castles
6. B—K2	P—QKt3
7. Castles	B—Kt2
8. P—QKt3	QKt—Q2

In these QP Openings, the KB is more defensive at K2, more attacking at Q3. White may bring his QR soon to QB sq. (for the open file) and sometimes then bring his KB to QKt sq., bearing on the opponent's K side (as a rule both parties castle K side in this Opening).

B.

1. P—Q4	P—Q4

2. P—QB4. 2. Kt—QB3 is not good; in this Opening, the QBP should be advanced before the QKt is thus developed (for both sides).

White.	Black.
2.	P—K3
3. Kt—QB3	Kt—KB3
4. B—Kt5	B—K2

Suppose Black to play . . . . QKt—Q2 ; 5. P × P, P × P ; 6. Kt × P ? (P—K3 is the right move), Black by 6. . . . . Kt × Kt gains a piece—continued, 7. B × Q, B—Kt5 ch. ; 8. Q—Q2 (forced), B × Q ch. ; 9. K × B, K × B.

5. Kt—B3	Castles
6. P—K3	P × P
7. B × P	QKt—Q2

Or, going back to White's fourth move, try 4. B—B4,* P—QB4 ; 5. P—K3, P × QP ; 6. KP × P, P × P ; 7. B × P, Kt—B3. Or, in this, Black may play 4. . . . . P—QR3, or . . . . B—K2, or . . . . B—Q3 ; or we might have 4. . . . . P × P ; 5. P—K4, &c.

The Openings, beginning 1. P—Q4, demand great patience and judgment. They are really best studied in records of actual games by leading players. The play, as a rule, is directed for a long time to secure the better position of forces rather than gain of material ; the screen of Pawns preventing any immediate conflict.

Somewhat akin is the **English Opening**, by 1. **P—QB4** ; Black may answer 1. . . . . P—K4, getting the Sicilian game a move behind ; or 1. . . . . P—KB4 (leading into the Hollandish Game); but usually he plays 1. . . . . P—QB4, or 1. . . . . P—K3, leading, by slight transposition, into the Queen's Gambit ; *e.g.* :—

* Object, to forestall . . . . B—Q3 (bearing on KRP, after White has castled).

White.	Black.
1. P—QB4	P—K3
2. Kt—QB3	Kt—KB3
3. Kt—B3	P—Q4
4. P—K3	P—QKt3
5. P—Q4	B—Q3

What is known as **Zukertort's Opening**, 1. Kt—KB3, runs into the Queen's Gambit Declined; *e.g.* 1. . . . . P—Q4; 2. P—Q4, P—K3; 3. P—QB4, Kt—KB3; 4. Kt—B3, P—B4; 5. P—K3, B—Q3, &c.; or into some other form of the QP game.

Bird's Opening.

This has much the same features (unless Black offers a Gambit, as shown below) as the Queen's Pawn Game; but is considered slightly inferior to the latter, owing to some little difficulty in developing White's Q side pieces.

1. **P—KB4**	P—Q4
2. P—K3	P—K3
3. Kt—KB3	Kt—KB3
4. P—QKt3	P—B4
5. B—Kt2	B—K2

Or, as another specimen, 2. Kt—KB3, P—KKt3; 3. P—K3, B—Kt2; 4. P—Q4, P—QB4; 5. P—B3, Kt—KB3; 6. B—Q3 (if P × P, Black, by . . . . Kt—K5, recovers the P), QKt—Q2 (to defend the QBP).

But Black, by 1. . . . . P—K4, can begin a counter-attack, **From's Gambit**, which, if White accepts the challenge, generally turns out in Black's favour, through the exposure of White K; *e.g.* 2.

P × P, P—Q3; 3. P × P, B × P; 4. Kt—KB3, Kt—KR3 (or .... P—KKt4); 5. P—Q4 (P—KKt3 is perhaps better), Kt—Kt5; 6. B—Kt5, P—KB3; 7. B—R4, P—KKt4; 8. B—B2, Kt × B; 9. K × Kt, P—Kt5; 10. Kt—K sq., B × P; and if 11. R × B, then, ... P—Kt6; 12. K × P, Q—Q3 ch., wins the R.

White's safer course is to decline the second Pawn by 3. Kt—KB3, P × P; 4. P—K4, B—QB4; 5. B—B4, Kt—QB3, &c. Or he may, by 2. P—K4, turn the Opening into a King's Gambit; or, by 2. P—Q3, Kt—QB3; 3. P—K4, P—Q4; 4. P × P, Q × P, &c., get a safe enough game.

Here is a curiosity: 1. P—KB4, P—KB4; 2. P—K4, P × P; 3. Q—R5 ch., P—KKt3; 4. B—K2. P × Q (Kt—KB3, with a P ahead!); 5. B × P mate.

FRENCH GAME.

Considered to be Black's best way of getting a close game after 1. P—K4. It prevents any attack on the KBP.

A.

White.	Black.
1. P—K4	**P—K3**

2. P—Q4. Or White may play 2. Kt—KB3, or Kt—QB3; *e.g.* 2. Kt—KB3, P—QB4; 3. P—Q4, P × P; 4. Kt × P, Kt—QB3; but not 2. B—B4, P—Q4!; 3. P × P, P × P, Black plainly gaining time; Tchigorin has played 2. Q—K2 (against principle, in blocking KB, which will pro bably be developed at Kt2), Kt—QB3 (to prevent

3. P—Q4); 3. Kt—QB3, P—K4; 4. P—Q3, Kt—B3, &c. The text-move is the most developing.

White.	Black.
2.	P—Q4

No harm in trying 2. . . . . P—Q3; only you will have to trust to your own resources.

3. Kt—QB3	Kt—KB3

Or 3. . . . . P × P; 4. Kt × P, B—Q2; 5. Kt—KB3, B—B3; 6. B—Q3, Kt—B3, &c.

4. B—KKt5	B—K2

To forestall 5. P—K5. Suppose Black played, *e.g.* 4. . . . . P—QB4; White would not gain the Kt by 5. P—K5, for Black could play 5. . . . . P—KR3; 6. B—R4, P—KKt4; 7. B—Kt3, KKt moves; but this advance of Black's K side Ps weakens his position.

5. B × Kt	B × B
6. P—K5	B—K2
7. Q—Kt4	Castles

Safer than . . . . P—KKt3.

8. B—Q3	P—KB4

9. Q—R3. For P × P i. p., R × P; would free Black's pieces.

B.

1. P—K4	P—K3
2. P—Q4	P—Q4
3. Kt—QB3	Kt—KB3

3. . . . B—Kt5; and afterwards . . . . B × Kt, would only help White, by strengthening his centre of Ps and opening avenues for his Q side pieces.

White.	Black.
4. P—K5	KKt—Q2
5. P—B4	P—QB4

To break up the centre of Pawns.

6. P × P	Kt—QB3

No hurry to take the P, as it cannot be defended

7. Kt—B3	B × P

C.

An old and good way of continuing, is

1. P—K4	P—K3
2. P—Q4	P—Q4
3. P × P	P × P

Better than Q × P, as it frees the QB.

4. Kt—KB3	Kt—KB3
5. B—Q3	B—K3
6. Castles	B—Q3
7. Kt—B3	Castles

The following short game should be carefully noted: 1. P—K4, P—K3; 2. P—Q4, P—Q4; 3. Kt—QB3, Kt—KB3; 4. B—KKt5, B—K2; 5. B × Kt, B × B; 6. Kt—B3, Castles; 7. B—Q3, Kt—B3; 8. P—K5, B—K2; 9. P—KR4, P—B3; 10. Kt—KKt5, Black should now play .... P—B4, to shut out the KB, but suppose he gives way to temptation, and plays .... P × Kt; 11. B × P ch., K × B (if .... K—B2; 12. Q—R5 ch., and mate next move; if .... K—R sq.; 12. Q—R5, and afterwards open check); 12. P × P ch., K—Kt sq.; 13. R—R8 ch.!, K × R; 14. Q—R5 ch.,

K—Kt sq.; 15. P—Kt6, R—K sq.; 16. Q—R7 ch., and 17. Q—R8 mate.

Fianchetto Openings.

Either first or second player may play these; starting with developing a B at Kt2 (Fianchetto = flank); probably better for White to adopt than for Black, as the former has, so to say, a move he can give away.

A.

White.	Black.
1. **P—QKt3**	P—K4
2. B—Kt2	P—KB3

This move, generally bad, is here good enough owing to White's defensive attitude.

3. P—K3	P—Q4
4. Kt—K2	Kt—KR3
5. Kt—Kt3	B—K3
6. P—QB4	P—B3

B.

1. P—K4	**P—KKt3**

Or 1. . . . . P—QKt3; 2. P—Q4, P—K3; 3. B—Q3, B—Kt2; 4. B—K3, Kt—KB3.

2. P—Q4	P—Q3
3. B—Q3	Kt—KB3
4. P—QB4	B—Kt2
5. Kt—QB3	Castles
6. P—B4	P—K4
7. BP × P	P × P

INDIAN DEFENCE.

White.	Black.
1. P—K4	**P—Q3**
2. P—Q4	Kt—KB3
3. B—Q3	Kt—B3
4. P—QB3	P—K4
5. P—Q5	Kt—K2
6. P—KR3	Kt—Kt3

White, if he likes, may begin his game by such a move as 1. P—K3, or 1. P—Q3, getting variety, if nothing more. Anderssen sometimes played 1. P—QR3, which is not entirely lost time. White may also play an inverted defence; *e.g.* the Philidor with a move ahead, thus: 1. P—K4, P—K4; 2. P—Q3, P—Q4; 3. P×P, Q×P; 4. Kt—QB3, B—QKt5; 5. B—Q2, B×Kt; 6. B×B, Kt—QB3, &c.

In chess, it is not the greatest number of pieces, but the strongest position, that wins the game; if you can rapidly concentrate the powers of several pieces to bear upon the adverse K, you will frequently force Checkmate at the expense of a piece, while the opposing army are from some cause or other *hors du combat.* Napoleon, in Italy, was the *beau ideal* of a Chess-player. (For rapid development, study Morphy's games.)

"A time" is lost in one of four different ways:—(1) Playing a piece which can be (advantageously) driven away by a Pawn; (2) Attacking a man, and driving him to the very square to which your opponent intended to play him; (3) Giving a useless check; (4) Making an injudicious exchange, by which you bring an adverse piece into good play. (WALKER.)

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